

SUPER NINTENDO • GENESIS • DUO • NEO GEO • 3DO • LYNX • GAME GEAR

DIEHARD

GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 1 • ISSUE 9

HYPER REVIEW

STREET FIGHTER II
ULTIMATE

7 COMBO-CRUNCHING PAGES!

**SUMMER
CES '93**
WRAP-UP YOUR
TICKET TO THE CES!

FIGHT!
MORTAL KOMBAT
GENESIS & SNES
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**SIZZLING
SEGA PREVIEWS:**
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SOCKET
JURASSIC PARK
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SHINOBI 3
BUSSY
LANDSTALKER

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ART OF FIGHTING
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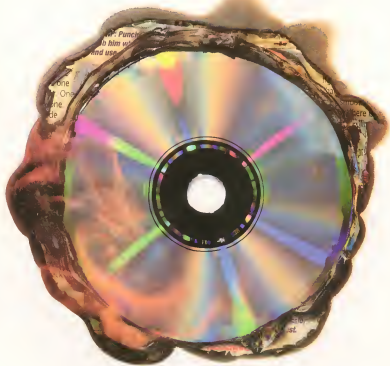
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RANGER-X
STRATEGY GUIDE
PART 1

**SNK'S
WORLD HEROES 2**
BLOW BY BLOW
REVIEW INSIDE

**IF YOU CAN'T STAND THE HEAT...
GO BACK TO CARTRIDGE GAMES!**



ROBO ALISTE

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COMING IN AUGUST 1993.**



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NEXT GENERATION VIDEO GAME MAGAZINE



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**All Art By
Terry
Wolfinger
(King of the Crash
& Burn.)**

WE'LL BLOW YOU AWAY!



Rolling Thunder 3 for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

- **10** hard-core levels!
- **12** action packed megs!
- **9** nasty new weapons!
- **I**ntense hidden areas!
- **P**assword support!



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• **R**ide the waves!



• **S**eat down terrorists in exotic locations!



• **S**hoot at an angle!



• **S**eat down green guys and shoot them!



• **S**try first chest!



• **S**witch on and watch dog!



• **S**explore your underground boss!



THE



THE EDITORIAL ZONE



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Welcome to Issue #9 and another Editorial Zone. We recently returned from the great Pizza capitol of Chicago and the best CES ever. Our industry, my friends, is alive and well and growing rapidly...

For 4 shows now, we've been staring at the same tired Sega display so, when we entered the convention hall that first night and they were building a Sega city, we knew we were in for some surprises. SOA spent our money wisely and, for the first time ever, Sega actually overshadowed Nintendo. They had the AS-1, the incredible new Sonic arcade game, a huge sound stage, a dedicated Activator stage, a Virtua room, a whole line of the new Virtual Racing and big ol' round Sonic and Tails drums hanging from the ceiling, not to mention the 2 story office structure/press rooms and the adjoining refreshment area. Everything, including their 3rd party areas were newly designed and looking very Sega. SOA has come a long way in a short time.

Nintendo didn't look too shabby either. They hoisted a huge Nintendo arch that led you right down Mario Highway past 4 FX Trax cars and a whole slew of Mario All Stars, right up to the dome, which featured an incredible 3D (glasses and all) laser light show that had Starfox ships flying around your head while incredible surround sound filled the air. It was great. Still, the usual Nintendo dancers were absent and the big 'N' really didn't have a show stopper to pump, as they usually do.

So, Sega really stood out for the first time. A lot of the third parties really surprised us too. In January, Konami was off the floor of the show in a suite (a really big suite) but, here in Chicago, they constructed a solid white structure that looked like it came out of Architectural Digest. Virgin went Hollywood with a huge Art Deco display, with its own cafe, that sat below a huge 30' high Spot. Extreme also had a great looking new display as did Sony, Tradewest, EA, Acclaim, TTI (very impressive) and Capcom. In fact, just about all of the third parties looked better than ever this year.

As for product...I have never seen so many quality games at a CES. Virtually everyone had a great looking title. Companies that usually show little to nothing had great looking new projects and many of the third party companies had multiple hits. It was nearly impossible, even with 4 days of exploration to play it all, when, normally, you've seen everything worthwhile by day two. The point I'm trying to make is that video gaming has gone from a niche to a huge industry in the last year. That was the overall feeling we got from the show. In fact, the video game portion of CES so overshadows the rest of the home electronics industry, that they will soon be separating the two. Over in McCormick East, only 3DQ saw huge audiences (they really belong in the main building). Bottom line, as gamers we have a lot to look forward to in the years to come. We are standing at the threshold of a new day in home entertainment, where affordable new technology is being created with one purpose, to give us an escape into brilliant new worlds in the privacy of our own homes. We look forward to bringing you the best of the home entertainment industry for many years to come. We're gonna have some fun, see you next month.





Welcome to Game Fan's TOP TEN and MOST WANTED section. Here are the results based on your cards and letters.... Keep them coming, because each time you write in (see instructions below) your name will go into a monthly drawing to win one of the goodies on the bottom of the page. So make your picks and send 'em in!

TOP TEN

- 1 StarFox (SNES)
- 2 Flashback (GEN)
- 3 Sonic 2 (GEN)
- 4 Cool Spot (GEN)
- 5 Streets of Rage 2 (GEN)
- 6 X-Men (GEN)
- 7 Street Fighter II (SNES)
- 8 Fatal Fury (GEN)
- 9 Ecco the Dolphin (GEN)
- 10 Fatal Fury 2 (NEO)

MOST WANTED

- 1 Silpheed (SEGA CD)
- 2 Street Fighter 2' (GEN)
- 3 SF2' Turbo (SNES)
- 4 Sonic CD (SEGA CD)
- 5 Final Fight 2 (SNES)
- 6 Final Fantasy III (SNES)
- 7 Final Fight CD (SEGA CD)
- 8 Mortal Kombat (SNES)
- 9 Battletoads (SNES)
- 10 Phantasy Star IV (GEN)

First Prize: Your choice of a core SNES, GENESIS, or LYNX!!!! (Cool ha?)

Second Prize: Your choice of Skid, Sgt. Gamer, Tom Slick, or The Enquirer's pick of the month.

Third Prize: A **FREE** year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Wes Keaton of Evanston, IL • **Second Prize:** Chris Souza of Grass Valley, CA

Third Prize: John Newlin of Citrus Heights, CA

All you have to do to enter the drawing is fill out the readers survey/ TOP TEN card on page 122 and include a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, then send them to:

GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

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SEPTEMBER 93

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Pocky & Rocky (Super Famicom) Stage Select:

At the character select screen, put the cursor on one of the characters and input the following: While holding X & Y, press A, A, A, A, B, B, B, A, B, A, B, A, B, A, B. This should put you to a stage select screen.



Splatterhouse 3 (Genesis) Hidden 1 Up

Go to room shown in picture on stage 4. If you search the dead body (shown in the other picture) you'll get a 1 Up. This will help you beat the 4th boss.



Wings of Thunder (Duo) Boss Code

Enter the configuration screen and set the Level to hard, Music to 01, and Sound to 01. Then make sure your cursor is not on "Exit" and press "Run" while holding "Select" & "T". You should hear a chime and the word "Boss" will appear instead of "Exit". Exit the configuration screen by putting your cursor on "Boss". Start the the game, and any level that you choose will put you right to the boss of the level.

Morrey Tip: 10,000 Crystal Bonus. At the configuration screen, set the level to Super, Music to 02 and Sound to 02. Then make sure your cursor is not on "Exit" and press "Run" while holding "Select" & "T". When you start the game you will have 10,000 crystals.

Batman Returns (Sega CD) Level Jump

Go to the options screen and select "Driving", then go to button #1 and hold left on control pad while pushing button "B".

Repeat this for buttons 2-7 and then repeat for buttons 6-1. the sequence is as follows.

Select "Driving Only"

- Button 1) Left & B
- Button 2) Left & B
- Button 3) Left & B
- Button 4) Left & B
- Button 5) Left & B
- Button 6) Left & B
- Button 7) Left & B
- Button 8) Left & B
- Button 9) Left & B
- Button 4) Left & B
- Button 3) Left & B
- Button 2) Left & B
- Button 1) Left & B

To activate during play, hit Pause and then C



Fatal Fury (Genesis) Unlimited Continues:

At the continue screen, press C while holding A & B before the countdown reaches zero. You can boost your credits up to 9.



Unlimited Time:

At the Option screen set the cursor on Time Limit then press Left while holding A until the number reaches 00. Start your game and you will have unlimited time.



Final Fight (Mega CD) Automatic Rapid Punches:

At the option screen put the cursor on exit and press "Start" while holding Right, A & B.

Rock N' Roll

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YA ROAD
TURD

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JUNGLE,
DREAD
NUTS!

SUCK A
PIPE,
ROADIE!

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THE OFFICIAL SEAL IS YOUR ASSURANCE THAT INTERPLAY HAS APPROVED THE QUALITY OF THE PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO SYSTEM.

VIEWPOINT

HONESTY IS OUR ONLY EXCUSE



VIEWPOINT IS A PLACE YOU MUST VISIT BEFORE YOU GO OUT AND BUY YOUR GAMES. THAT WAY ALL THE GOOD DEVELOPERS WILL GET RICH AND ALL THE BAD ONES WILL EITHER BE FORCED TO IMPROVE OR BECOME TV EVANGELISTS.

	SKID'S PICK	SGT. GAMER	TOM SLICK'S PICK	THE ENQUIRER'S PICK
SKID	I play games for fun, period. Chuck 2 makes me laugh and has all the color, graphics and special FX I can hope for on a cartridge.	Zombies is my hands-down winner. I've been playing it for 3 weeks solid. While it hasn't taken a hold of me like Zelda, it comes close.	I've got to agree with the Enquirer and go with Turbo all the way. Capcom knows what I crave to play... feed me!	Is there any doubt? Oh, yeah baby, you know it. When the SP2 show is in town, the Enquirer is firmly planted at center stage. Perfection!

RATED BY:	SKID	SGT. GAMER	TOM SLICK	THE ENQUIRER
-----------	------	------------	-----------	--------------

CHUCK 2: SON OF CHUCK - VIRGIN - 8 MEG - 1 PLAYER - SEE REVIEW PG. 20-21

93%	Never in my wildest dreams did I expect a sequel this good to the renowned Chuck Rock. Baby Chuck has twice the play mechanics and great new special FX and now I have a CD version may be on the way! Core remains superb on the Genesis.	87%	Son of Chuck is one disgusting little venery! But, the little guy dislates out some serious action/platform gaming with special effects like you haven't seen on the Genesis. Consider this with the graphics and animation style that is Core's trademark and you have another strong game from Virgin.	91%	This is a great example of quality adaptations coming by the masters at Core. Chuck 2 is a rare example of the sequel doing it better than the original. The play mechanics and concepts behind Son of Chuck are fresh and unique and Core has given Virgin another winner.	90%	Mee, what an improvement over the first one. I can say that Core has learned the Genesis hardware because the effects that you see are unbelievable and at times you think you're playing a SNES game. The game is really fun and a blast to play over and over.
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ROBO ALIEN 2 - Tengen - CD - 1 PLAYER - SEE REVIEW PG. 34-35

79%	Tenacy! A worthwhile shooter for Sega CD. Although the capabilities of the CD are barely ticked, the great diversity, replay ability and great techno soundtrack make it a well rounded shooter worth owning.	84%	Robo Alien makes a strong case for the advantages of CD. The music, sound effects and special FX all combine to take the basic vertical shooter and bring it to the next level. Tengen made a good choice when they picked up this complete title. There is no question that Robo Alien is the premier shooter on Sega CD.	72%	Robo Alien is a good shooter but a little light on Sega CD special effects. The techno soundtrack and FX are good but there really wasn't a whole heck a lot of scoring, a good effort by Compile, but not a great effort.	88%	This is one great shooter. The graphics are very detailed and the game has the great play that most shooters are missing. While there are tons of enticement sequences, the most impressive feature of the game are its length and difficulty which is all top notch.
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GENERAL CHASE - EA - 8 MEG - 4 PLAYER - SEE REVIEW PG. 46

70%	This game delivers on fun, graphics and humor. Where it falls for me is the limited control you have over the characters. A Rambo style format would have served those great characters much better...great fun for four players.	75%	General Chase is my type of game. The concept, the pursuit of military goals and the quest for power and control are all things that make me wake up with a smile on my face. The fact that I can dish out the grief with and against 3 of my closest friends just makes it that much more memorable and special!	73%	General Chase is a pretty unique concept that, while a little short on action, gets high marks for its creative game play and strong presentation. It's not the first game that I would pick off the shelf, but, through the 4 player top, it offers some great party gaming.	70%	Sorry, General Chase just isn't my type of game. I need more action than this game allows. I can see where EA will appeal to the older PC type of gamer but, as for me, I'd rather see the characters in more of a Neo-TS situation.
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ROCKET KNIGHT ADVENTURES - KONAMI - 8 MEG - 1 PLAYER - SEE REVIEW PG. 30-31

90%	What can I say, Konami does it again. The new character is great (although a bit too cute) and the game is loaded with variety. Some of the special FX left me speechless. I look forward to many more Rocket Knight Adventures.	91%	Rocket Knight is simply a great game. Sure, it has all of the bells and whistles that you have come to expect from Konami products, but it is the sheer joy in playing the game that makes Spacewar and Company a must have. Should add up as one of the top games of '90.	82%	Spurkator is way cool! I really had fun playing this game. In fact, after I beat it on the normal difficulty setting, I was still coming back to it, determined to beat it on hard the true sign of a great game! Konami has made my job a pleasure once again.	90%	Rocket Knight really delivers the goods! The FX in this game really blew me away. When you couple the graphic quality with the varied play mechanics, you have another top shelf game from Konami that guarantees a good time for all.
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ALISA DRAGON - GAME ARTS - 8 MEG - 1 PLAYER - SEE REVIEW PG. 108-109

92%	This game looks rolling over time. It came out today, it would still be considered one of the best. Gamearts side action title for cartridge is a unique and challenging game full of great graphics and awesome color. Give one up if you don't own it.	84%	God, I loved this game! When I was looking for the best, looking for good Gamearts software, she was there for me. Alisa, Alisa, Alisa...your shooting and platform action, diagonal scrolls and uncanny sense of style brought me back to my Genesis at a time when I was considering leaving it.	88%	Alisa is one of my all time favorites on the Genesis. Gamearts really poured their design effort into the details of this action title and it shows. Even though it's an older title, it still holds up well today.	88%	Ah, wonderful Alisa Dragon is one of those games that stays etched in your mind. You know, the kind where you can remember where you were the first time you played it. This Gamearts title is completely unique from beginning to end and still stands out as one of the best action titles for the Genesis.
------------	--	------------	--	------------	---	------------	---

STREET FIGHTER 2 TURBO - CAPCOM - 20 MEG - 2 PLAYER - SEE REVIEW PG. 50-51

98%	This is, without a doubt, the best home version of Turbo you could ever hope for. Its beginning has controls perfect and follows 100% of the original arcade follow. I don't expostulate in fighting games, but I know a perfect translation when I see one, and this is it!	93%	Hyper Fighting is a new great for pixel translation that is going to have the millions of SF2 fans out there weeping in the ED once again. For those fans, the game is a bit, no question asked. Capcom has given the people what they want and they're down to it in perfection.	88%	Thank you Capcom. I'm now set for the next year. Hyper Fighting is perfect and it is worth the wait. SNES gamers who longed for the original are going to go ga ga for this. For me, this is what gaming is all about.	100%	This new 20 meg version of Turbo for SNES is the closest home translation I have seen yet. Everything from the voice to the music has been perfectly translated. All of the 12 characters look and play identical to the coin-op. A perfect translation if you don't count the missing bonus stage.
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HUGGERS!

CHEST-BURSTING



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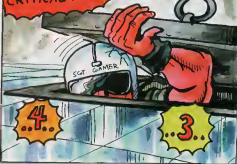


SUPER NINTENDO

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HAVING JUST
SAVED MONITOUR
AND THE POSTMEISTER
FROM BEING ERASED OUT OF
THE GAME IN WHICH THEY
WERE TRAPPED, SGT. GAMER
NOW SEEKS SHELTER FROM
THE TIME-BOMB HIS
RESCUE HAS TRIGGERED.

5 SECONDS
UNTIL
CRITICAL MASS



4..

3..

2..



1



THE SMOKE CLEARS
AND WE FIND
GAMER STILL
ALIVE, BUT...

NOW WHAT?
I'M TRAPPED
IN SOME KINDA
FREAKIN' DUNGEON!

HELP...
US...

HUH?

MY GOD,
WHO DID
THIS?

IT WAS
BLOWMEISTER.
WE WERE
ONCE
HEAD
PROGRAMMERS
AT KONAMI
& VIRGIN.
HE LURED
US AWAY
WITH THE
PROMISE
OF DEVELOP-
ING NEW AND
EXCITING GAMES

WHEN WE SAW
THE GARBAGE HE
WANTED US TO
PROGRAM, NATURALLY
WE REFUSED!

AND WE'VE
BEEN HERE
EVER SINCE.

THAT
MONSTER.

THAT'S NOT EVEN
THE WORST OF IT!
HE MAKES US PLAY
GAMES LIKE "VALIS 13".

YEAH,
AND THAT'S
ON A GOOD
DAY!

NO, A GOOD
DAY IS WHEN
WE GET TO
RESEARCH
ATARI 2600
GAMES!

OH YEAH,
SO WEAK.
SO HUNGRY.

SOON...

OH, THANK
YOU!

YES,
HOW CAN
WE REPAY
YOU?

WELL, CAN YOU
HELP ME GET MY
FRIENDS OUT OF
THIS GAME?



YOU NEED THE
3D IMAGER!

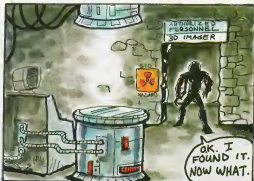
YES, THERE'S
A PROTO TYPE
DOWN THE
CORRIDOR!

THANKS. HERE'S
A COPY OF "LANDSTALKER"
AND A BAG OF
GUMMI BEARS!

BLESS
YOU, MY
CHILD!

SHORTLY...

NOW TO FIND
THIS "3D IMAGER."



TO BE CONTINUED. *Wolfing* '93

GO HAIRWIRE WITH YOUR SNES



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levels
-Genesis



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detail, and
music makes
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adventure that takes
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the seas
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SEGA SECTOR



GENESIS PREVIEW

ACCLAIM
FIGHTING
2-PLAYER
16 MEG
AVAIL. SEPT. 8



Before we get started, let me make one point, Mortal Kombat is the most successful in terms of cash in slot coin-op since Street Fighter Two. Mortal Kombat is a freakin' awesome one-on-one fighter, where you can choose one of seven arrogant warriors and stride into an incredibly lethal tournament, where blood flies and terror awaits the unfortunate loser who will ultimately have part of his anatomy torn out or blown off. All the while, Shang Tsung, the powerful wizard and an old bearded lookin' fella, looks on. This shit game can maul the shy character and utilize their powers.





whenever he wants. He's one bad ass senior citizen. However, before you meet him you'll have to engage seven other fighters and then three times a two in one on one, head explodin' lung tearin' battle. Oh, and I almost forgot... there's Goro, a clothing salesman's nightmare. He's half man, half dragon. And if you're not totally familiar with your character, he will quickly pummel you into oblivion. Quarters or Cartridge? A Mortal Kombat jamma kit, (cabinet not included), will run you around eighteen hundred dollars, (or about 7200 quarters). While a real good 16 meg Genesis version will run you around 70, (250 quarters). I don't know why I'm telling you this but there it is. I guess as



value man, value. Probe and Acclaim are bringing you one healthy version of MK. **CENSOR THIS!** I don't know. I must have slipped and hit the buttons just right, because I heard a voice and then, like magic, there was blood and death moves in the game. So, they spray instead of spray. I still blow Cage's head off. O & A... I'll ask myself questions like a schizophrenic to answer yours. Are the characters the same size as the original coin-op? Yes. Are they digitized and well animated? Yes. Are the backgrounds as detailed and animated? About 80% yes. Is the music good? For a Sega cart, yes definitely. Its awesome! Is the voice there? You get "Fight," "Get Over Here," "Excellent"



and "Finish Him," (at least in the version we previewed.) And finally, are the blood and death moves in this version? Well, yes and no. As I said before, I somehow slipped, (apparently at just the right time), and accidentally found this code that gives you the blood and the death moves. However, they are toned down a bit (from spray to spurt) but still look way cool and definitely get the job done. So there you have it. I believe next month actual percentages will be given. You can be confident they will be quite high.







FINISH HIM



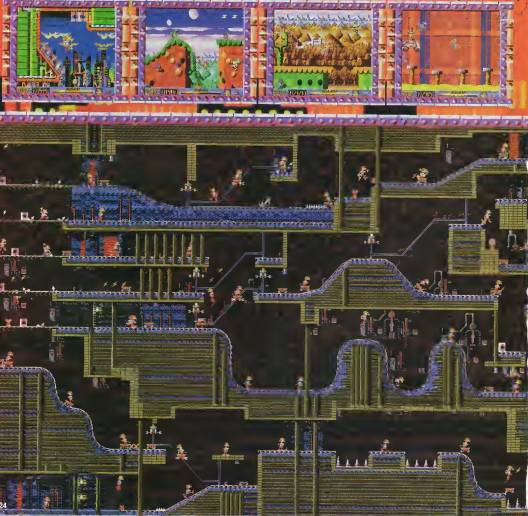
SOCKET



Back in the summer of '91, a hedgehog burst on to the scene. A unique new action game was introduced and took off like a rocket. Apparently the programmers at Vic Tokai must have had their eyes on the stars as that rocket flew by, because they've taken that

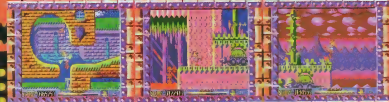
formula and created a game all their own, around a robotic duck who travels through time in an effort to stop the time dominator from stealing earthly treasures from the past. His name is Socket.

A SOCKET PLUG ... Although similar to Sonic, Socket employs new features exclusive to this title and graphic quality that is among the best in the 16 bit genre. Let's talk about play mechanics first. Socket's attacks are either a kick, which can be performed horizontally or vertically or an invincible dash when Socket kicks the appropriate item. Other than that, it's perfectly executed jumping and a lot of searching that will get you through the vast colorful levels which include 7 high speed areas; the Emerald Forest, Treasure Castle, the Olein Caverns, Stone Age, Antiquity, Futurus and, finally, the Time Castle. Each level has three stages and a boss room and there are four very unique bonus stages that will try





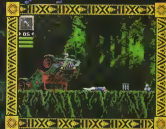
your jumping skills and timing. Combined, you get 21 plus levels ranging from short to extremely long and all are loaded with layer upon layer of scrolls, excellent attention to detail, lots of color and some of the best music a cart has ever had. Sounds good, huh? Well it is, very good! **A ROBOT DUCK?** ... Ya so, he's a duck. The people of the future built him for land and water and, since he's a robot, he of course runs on rechargeable batteries. Therefore, as you operate him, his energy slowly drains. No worries though, you'll find a conveniently located receptacle at each level's beginning and end, where Socket



can plug in his tail and rejuvenate. Vic Tokai's Socket will be available in September, so look for a big multi-page review right here around that time, which I will gladly bring you in all the splendor that it deserves. E. Storm



SEGA
ACTION
1 PLAYER
16 MEG
AVAIL AUG



I'm sure, by now, almost everyone who is willing to sit in a dark room full of strangers (some of whom may be psychos, kooks or smelly's) has seen Jurassic Park, the best thing to hit Hollywood since T2. Now that Jurassic has broken box office records with its crunch 'n munch dino drama, we can all look forward to seeing it rammed up our tushes on cups, shirts, sheets, toys, toy chains, pajamas and just about any thing you can slap a logo on...video game licensers live for this stuff, so here come the games. Altogether, Sega will have 3 JP titles; one for CD, one for Game Gear and the one shown here on 16m cart for Genesis. Of course, Nintendo will jump on board with a SNES version (by Ocean) and, undoubtedly, a Game Boy version. SOA takes their big lizards very seriously, as is apparent in both this and the CD title. They





spent a year on research and went as far as hiring the services of a paleontologist for realistic information on the habits of the once mighty, but very stupid (duh, what's this black goo?) dinosaur. In this version, you can play either a human or dinosaur, both of which are fully digitized and control very well. In the human game, you can pick up a good supply of dino zapping weapons to stun the many hungry dinos as you jump, climb or boat your way through the huge levels of Jurassic Park, as the dinosaur, you can do several cool jumps, nibble or jump kick to stop your loss as you take part in a fun and very unique side scroll adventure all its own. So, you really get two great games on one cart. Both control well, have excellent digitized graphics and are long and challenging to play. The music...well, it's just kind of grunts along, Chakan style, try to ignore it. It is rare that good movies get good games, but, fortunately, the right steps were taken by Sega (what foresight!) to insure that their presentations of Jurassic Park would be winners. Look for a full review next issue. E. Storm



Cheers master, you've created another cool new cartridge. Holy beer hell! Chuck's got a kid! and it's just as gooty lookin' as he is. What was Opie's thinking?

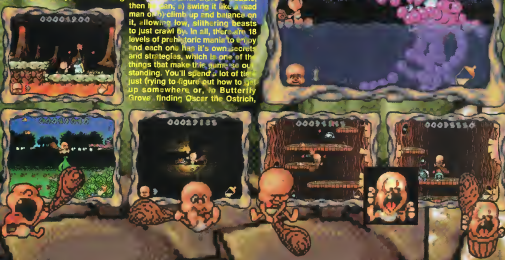
CHUCK'S GOT A PROBLEM

Brick Jagger (what have big lines) has Chuck tied up down in the smelly sewers and it's up to you, as Chuck's big-headed boy to get your little butt down there before something nasty happens to him like maybe he'll starve or run out of beer.

IT'S ALIVE

As Son of Chuck, who, by the way, is not only baby, you can perform clever moves with your only weapon, a flip-flop that's roughly the size of your body. Chuckie drags this around until there's trouble,

then he can swing it like a mad man away climb up and balance on it, allowing low, slithering beasts to just crawl by. In all, there are 18 levels of primitive music to enjoy and each one has it's own secrets and strategies, which is one of the things that make this game so outstanding. You'll spend a lot of time just trying to figure out how to get up somewhere or, in Butterly Grove, finding Oscar the Ostrich,





ROCKET KNIGHT ADVENTURES

KONAMI
ACTION
LAYER
3 MEG
AVAIL. AUG.

Since we previewed Rocket Knight last month, many changes have been made and now a great game is even better. One thing I can say for sure, Sparkster is a hit! Konami has added all the necessary ingredients to create a unique new environment for their unique new character... **SPARKSTER** ... As a Rocket Knight, Sparkster can power-up and loft into the air or on to high perches. This helps create the incredible play mechanics incorporated in the game. Mastering this technique is the only way to guide Sparkster through the many complex and multi-directional levels. Sparkster can also fly, which creates yet more versatility, as many shooter elements have been added throughout the game, along with some other airborne surprises. **WHERE ARE WE?** ... The look and feel of Rocket Knight goes from bright forests and caverns filled with reflective lava to deep, dark mechanized levels where the eerie look of the hideous enemy pigs loom in the architecture of the backgrounds. The graphics are first rate and, of course, the playability is flawless. **IF I COULD WAVE MY MAGIC WAND** ... The Rocket Knight team pulled out all the stops to bring you some eye popping special FX like mirror images that mimic your every move (a first on Genesis), incredible warping effects and many other graphic tricks which surprise you throughout the game. They truly work magic on the Genesis. The music is also excellent. In fact, you can already tell that Konami games have their own unique sound on the Genesis, and it sounds great! **WILL I MEET NEW PEOPLE?** ... Oh ya, the small ones will burn their butts trying to stop you. Get by them and get ready to meet some full screen bad guys that can't wait to squash you like a tin can. The bosses in Rocket Knight range in size and change constantly to suit each level and, believe me, they are mean. Find a pattern and do it perfect or you're lunch! **HOW LONG WILL I BE GONE?** ... Well, that depends on what difficulty you select. The game itself is not timed and the levels are pretty long, so enjoy it all. I'm sure that, once you finish Rocket Knight, you'll find yourself going back constantly, as we have, until you are a master...and then you'll still play it. This new game has got it all, unique varying play mechanics, great graphics, lots of special FX and huge bosses. Konami does it again. Seldom do character games this good come along, so grab this one as soon as it comes out and have some fun...it's on the Sparkster.



RANGER-X



Last time, we brought you a preview of the newly released import title, *Ex-Ranza*. At that time, we mentioned that Sega of America showed a US version at the CES (we figured they would), we'd be back with more. Well, *Ex-Ranza* was at the show, although tucked away in the vast Sega display (as were Sega's other two best games, *Gunstar Heroes* and *Slypheed*) and is now part of Sega's strongest summer lineup ever. ENJOY THE RIDE... You don't rush through *Ranger-X*. You must study your craft, know your enemy's strategy and familiarize yourself with each level to win the game. It's programmed to perfection and should, and will, be played over and over. **FLICKER FREE**... The US version is slightly different than Gau's original.

1. Take out this first generator. This cuts the power to the cannon on the cave wall. Now free fall, straight down, facing left.
2. The goal here is to destroy these huge mechanized hole diggers, take out the first one here with your normal shots.
3. Fly over the poisonous pool and take out this generator. It cuts the power to 3 cannons and allows you safe passage up the chasm. After

you destroy it, go to your ex-up vehicle and make sure you equip your bombs.

2 bombs will waste this tank, exposing your power pod. You can regain energy here from now on. But, remember, as your energy goes up, your special weapon power goes down. You will also find your 3rd special weapon here.

There are three targets here; a tank, a cannon and a generator. Morph

with your ex-up vehicle and roll up and down the incline until all 3 are toast (watch for falling rocks).

Take out the second hole digger.

Let in the light here, then draw in the deadly leaches (the light kills them) sit tight and shoot until you bore a complete path to the generator.

Blowing up this generator cuts the power to the cannon below, allowing you to waste hole digger 3, unobstructed.





nal. In *Ranger-X*, the explosions are so huge (needed for dramatic effect) that they cause some flicker and, when you snip, a hole digger for the first time, it spewed out a long line of boulders. Now, the explosions are smaller and the boulders are few. It's all pretty much flicker-free, but, personally, I prefer the dramatic effect the import provides. **COUNT THE DAYS** ... *Ranger-X* is set for a September release. Until then, we'll bring you these helpful play strategies. Pictured below is level 2, the first really complex level. *Ranger-X* is a fantastic game. In fact, I consider it among the top five Genesis games of all time and, if you're looking for an action shooter you can sink your teeth into, so will you.

1. Take out hole digger #3.

2. Fly straight through the tunnel and start working the two generators at the end. When the tanks find you, draw their fire away by flying back and forth. Try to take as few hits as possible.

3. Destroy the three pesky, hopping drones by using a combination of bombs and normal shots. You can also kick them (by walking straight into them).

4. Now, shoot the cave ceiling, allowing outside light to shine through.

5. When you shoot these rocks, they roll down back at you. So, stay back then, as you chip away at the barrier, leeches will attack and, although small, they can do major damage. So, when they appear, fly back and draw them into the light, where they will soon explode.

6. Hole digger #4. Bend down and take it out using your normal shot; you're still saving your bombs for the levels end.


7. Blow this generator by either kicking that big boulder in to it or simply shooting it. Get ready to fly though, there's a pool of harmful liquid directly below.

8. As soon as it blows, fly up and right, through the last chasm, kicking the hopping drones in front of you. Fly straight through to the end then unload your bombs one after the other, until the last hole digger blows. That's it! Now, get ready for the awesome line scrolls as you confront the level guardian.



ROBO ALESTE

TENGEN
SHOOTER
1 PLAYER
CD
AVAIL. JULY



What should a first generation CD shooter have that a cartridge doesn't? Perhaps a little scaling and maybe long levels packed with enemies and animation. Oh, and, of course, cinematic intermissions and a butt kickin' soundtrack. Ya, that'll do for now. So, where do you find such a game? Well, until now, you would have needed a plane ticket, but now Tengen has brought Compile's first Mega CD effort state side to add to the so far bogus but about to take off Sega CD lineup. Originally titled Nobunaga and His Ninja Force, Robo Aleste was designed by the long standing king of overhead shooters in Japan (where they go nuts for 'em) Compile, who were responsible for the popular Spriggan series for the PC Engine CD.

Robo Aleste starts off with a narrated cinematic intro, where the story unfolds and the characters are introduced. From there, you find yourself hovering over a rushing river with enemies scaling in from overhead. The sampled water sound is great



and you'll notice the quality techno right from the start.

As in any shooter, the FX play a vital role in Robo Aleste's presentation and ultimately, beside the cinemas and music, really separate CD from cartridge. In Robo Aleste, you'll find violent rain storms, explosions and shot sounds, great detail (such as tiny people on the ground waving you by), a very realistic sense of height and (though limited) some smooth scaling effects. Then, later, toward the end of the game (which is challenging and extremely long), you'll witness some superb warping effects and a super fast scaling sequence, along with a comic book style ending that plays out right before your eyes. So, as far as effect, you're covered.

There are two kinds of shooters; no brains where endless hordes of spinning metallic objects come at you in wave after wave until you're lulled into a boredom induced trance, and shooters like Aleste, where you interact with your surroundings, such as avalanches, ancient





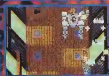
trains, earthquakes and ancient temples full of doors and guardians. The enemies in Robo Alaste attack from all four sides and are extremely varied. There are once ancient flying crafts, now mechanized, once violent cyber ninjas and kites in the sky and an assortment of vehicles on



the ground. But, no worries, you can pick up and power up five different weapons, each with their own strong points (although lasers on 3 will cut through just about anything). Lastly, I must say that the sound track is among the best I've heard, especially if you're into techno. The



once saturated shooter market is now limited, only the best are picked up for US release and Tengen's definitely got one here. Robo Alaste will no doubt see



several sequels (part 2 is already 1/2 done). Let's hope Tengen sticks with them and continues to bring us quality shooters for our Sega CD's in the years to come.



AH-3

FIREHAWK

JVC EGRE
3DSHOOTER
1 PLAYER
SEGA CD
AVAIL AUG

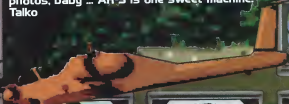


When last seen in the pages of Game Fan AH-3 Firehawk went by the name of Thunderhawk. At CES, the name was not the only thing that had changed. Core has been hard at work, adding more levels and digitized level segue ways to this already impressive title. As you can see in the accompanying screen shots, Core has added many more land and air based enemies to the game and they have been able to take the 3D technology that they developed for Jaguar XJ220 and expand upon it to create an action helicopter simulation that breaks new ground, graphically, while maintaining an addictive quality that is very hard to achieve in a shooter.





AH-3 Firehawk looks to be another step up to the next level. JVC and Core have made a dedicated effort to creating unique 3D titles for the Sega CD and it is obvious that they are among the programming elite on this system. Look for a full review to appear in an upcoming issue. Until then, check out the photos, baby ... AH-3 is one sweet machine! Talko




Every time I think I've seen it all on 16-bit, someone digs get deeper and proves that the Genesis hardware is still full of surprises when in the hands of masters. Companies like Konami, Namco, Virgin, Sonic Team, Technosoft, Gou and Cove are constantly wowing us game heads with new tricks in animation, scaling, rotation and other such wonders. Usually, when tricks such as these are used (since they eat up a lot of memory) you get a superb, yet short game that's limited in other areas, such as music, sprites on screen, boss size, etc. But now, shooting on to the scene from nowhere, comes a new company aptly named Treasure, who have among their staff the two programmers that made Contra for Konami. What they have created here is hands down and by far the best action game I have ever played in or out of the arcades. They have somehow managed to stuff, in a 2 player option, massive characters and explosions on screen, vertical and horizontal game play, tons of moves and options, tons of color, 3 styles of game play, length, great music and special FX we'd be dazzled and so often that you won't believe your eyes, into an 8 meg Sega cartridge. You would think SOA would hype this

GUNSTAR HEROES

SEGA 32-BIT ACTION & SHOOTING GAME





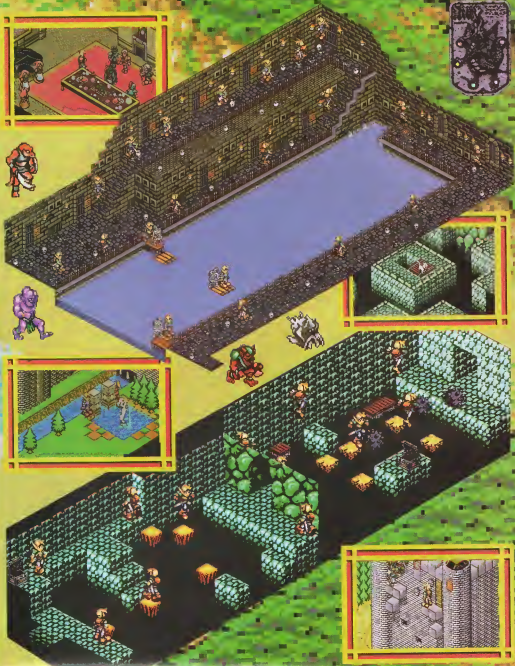
one everywhere with TV and print advertising, but, instead, it was tucked away in the vast Sega area on a B monitor, where I'm sure many people didn't even see what was definitely an action game of the show. No big movie license, no big name recognition and no dinosaurs on screen equals no big deal to Sega. They're sitting on the action game of the year and don't even know it. However, with *Ranger X*, *Silphed* and *Gunstar*, SOA has the strongest second half lineup in the company's history. When you play *Gunstar Heroes*, you realize just how mediocre many of the games you've been playing are. From beginning to end, it's a thoroughly engaging, thrill-a-second game play experience. It's not good in parts, it's good everywhere. It just takes you and doesn't let go. I may seem over excited on this one, but everyone here and friends elsewhere in the game industry who have played through feel the same way, so I'm not alone. This is the one game that may take every one's minds off of *SF2* and remind us of what games are all about again. I look forward to bringing you a review on *Gunstar* soon (as if I just didn't) and to Treasure's next venture, which will, I hope, fully, be a sequel. E. Stone

LANDSTALKER

SEGA
ACTION
1 PLAYER
16 MEG
AVAIL AUG

It's finally here, Landstalker! For all of you who patiently waited, Sega of America has heard your cries for more RPGs and is finally going to release the best action RPG ever created for the Genesis, as well as one of the most addictive games I've ever played. I refused to leave my office for days (thanks E. Storm for the food under the door). I couldn't put it down. I was determined not to leave until I was victorious and put another notch in my controller. In Landstalker, you play the role of Nigel, a treasure hunter, whom you must guide through some of the toughest, mind boggling labyrinths you'll ever see. Powered by 16 megs, the attention to detail is amazing (for example, when you purchase an item in a shop, you must actually pick the item off of the shelf and carry it to the shop owner). The control has also been the recipient of this extra attention to detail as you need pinpoint accuracy throughout each level. Scattered in between the labyrinths are towns, paths and walkways infested with monsters and mutants that must be disposed of. When you enter a new town, be sure you talk to all of the inhabitants. You never know who might have the right information. Also be sure to purchase as much Eke Eke (restores life) as you can carry and always save your game, by visiting the priest, before you leave any town. Landstalker is a must buy. If you like Zelda, then you will love Landstalker. It is a masterful design and will keep you glued for days...I guarantee it. We'll begin our in-depth coverage on this incredible title next month. Kid Fantastic





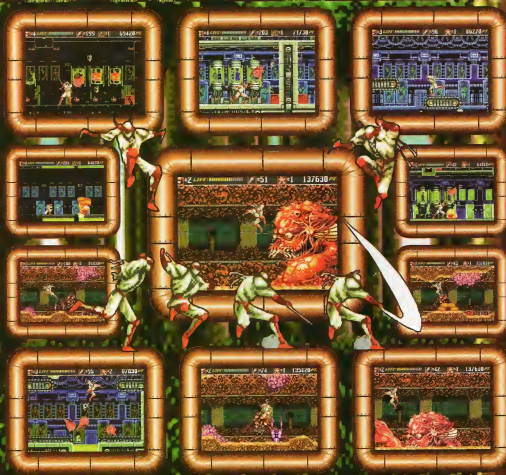


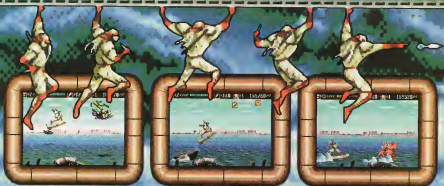
SEGA
ACTION
1 PLAYER
3 MEG
AVAIL SEPT

SHINOBI 3

*Return of the
Ninja Master*

Whoa! Deja vu! Didn't we review this one way back in issue #1? As a matter of fact, we did but since then Sega has all but scrapped that concept (which, by the way, was a really good one) and almost totally reprogrammed the game, my guess is, because the original was so strong. SOA's sequel (this 2nd sequel [Shadow Dancer paled in comparison] to be the absolute best. Normally, game designers are as trepidatious as rush hour traffic on a sweltering hot freeway, but when the reasons are good as this, I'll gladly wait. Bottom line; SOA has made one hell of a game. If you played The Revenge of Shinobi, undoubtedly, you will immediately go to the options select, set your shurikens to double and take a swig of your Pepsi (no plug intended) and wait a few seconds for that familiar infinite coin to appear (no dice double jumper, your shuriken shaver has been taken away [that is, until we get up a code] so, for now, you must use them wisely. But, just in case you do run out, Sega's added some excellent new moves to Joe Musashi's repertoire: a downward kick that slabs the opponent (and, when mastered, can be used in a sequence), a spinning slash that looks freakin' awesome and some great too-toe knife play. Joe also hurts him





self up and off vertical inclines and grapples the ceiling anywhere he can reach it. Overall, Joe remains one of the most nimble and finely drawn action figures in the video game arena. **SEGA DOES IT BETTER**... So, how do you make a sequel better than an original that was an instant classic? Well, to my knowledge, only Sega and James Cameron have this incredible foresight. What SOA and the development team have done is whip out just about every cool effect and play mechanic, roll them into one game and make it work. You notice this everywhere in the game. The backgrounds in every level are well drawn with extra attention to detail and lower upon lower, of course, are levels and where they



and the 100-minute playtime is split almost in half among stage standard sets. Lots of hallway-flicking, top-down side-view arenas that you find more in the original will take you away. In the original, Ganondorf stole everything from S, so the deadly assassin, the holy freeway and the violent clown, just to name a few. These types of levels, which revealed precise accuracy, were new and exciting and helped players to discover new programming abilities. Even in part 1, the programming team has dug deep and brings you even more (and maybe even better) new ideas in game design. In level 2, the fun starts when Joe comes out riding a horse, complete with sampled galloping sounds and great animation and dice. In level 4, it's wet and wild as Joe appears on a jammin' ski that launches off ramps to grab power-ups and is attached to his feet, allowing you to jump

off of the surface and nail hovering enemies with shuriken attacks. This level also has dynamite tunes (as does the whole game) that stick in your memory long after the game is over. There are also several vertical levels that express new, creative game play. Shinobi is a complete action experience.

THE VERDICT ... Any jock of gamers would find Shinobi 3 guilty. Guilty of keeping you up, on the edge of your bed with the earphones on, for many nights. From start to finish, this is a flawless game which incorporates everything a good action game needs to stay in the hearts and minds of gamers everywhere, for years to come. Therefore, I hereby sentence you to solitary confinement - just you and Shinobi 3: Return of The Ninja Master. 5 Stars.

GENERAL CHAOS

EA
ACTION/STG
VS PLAYER
8-MEG
WAL NOW



HELP!



Listen up you pukes! General Haver is up to his old tricks again and we can't let that happen. OK, here's the plan; Launcher, you go over by those trees. Chuckar, I want you to get in position by the foxhole. Gunner, we need you to ambush them by the river and, Scorchar, I want you by the barbed wire...don't shoot until you see the whites of their eyes. Attack, attack! The tide turns...MEDIC!!! I need a medic over here. The battle is...last.

Don't worry troops, there are plenty of battles ahead, with a 4 player tap in place, we will be well prepared to meet the enemy. According to secret agent EA, there are 17 battles per campaign. As long as we defend our capital city, the battle continues. He also said to be sure to pick-up all items on the battle field for plundering bananas, the more we collect, the more medics we can earn. And after that last battle, we need all the medics we can get.

OK maggots, which squad is going in? Assault Team? You chickens! Demolition Squad? You wannies! Bruta Force? AWOL! Call the firing squad!



APOLLON ROAD



LAUNCHER

"BLAST" "TIE"

"BLAST" "TIE"

"BLAST" "TIE"

"BLAST" "TIE"

"BLAST" "TIE"

"BLAST" "TIE"

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2020 Super Baseball

Super Baseball 2020 is coming, courtesy of Electronic Arts, to your Genesis, just in time for the dog days of August and the rush for the pennant. If you've played the Neo Geo version, then you will really appreciate what the Genesis version has to offer. With the exception of the crowd animation and some scaling, everything from the arcade version is here, including the "crackers" that are missing in the SNES version.

The game is *still* in the preliminary stages, but I am already impressed by the fast, seamless game play and the degree of difficulty in this version. EA seems to be going for more realism in the pitching and hitting as home runs are tougher to come by and your pitchers last longer than they do in either the Neo or SNES games.

Stay tuned as Game Fan brings you the full review next issue. Taiko



THE SIMPSONS BART'S NIGHTMARE

FLYING EDGE
ACTION
1 PLAYER
8 MEG
AVAR. AUG.



Ay caramba! Bart's in trouble and he'll need your help to find his missing homework papers. What a nightmare that's going to be! While searching Springfield for his lost pages, Bart will encounter crazy mall boxes that hop off their posts, Otto man and his runaway school bus and the infamous Principal Skinner, who will try to make Bart wear a suit and tie. Keep your eyes peeled for the loose pages pages drifting around because, if you don't retrieve them all, Bart will be held back in the 4th grade forever! So, get ready, because the Bart man is on his way to the Genesis. Magilla



BUBSY

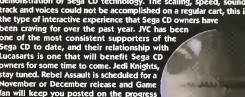
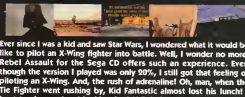
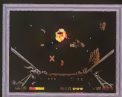
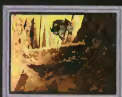
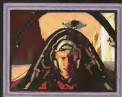
IN THE
CLAWS ENCOUNTERS
OF THE FURRED KIND

ACCADE
ACTION
PLAYER
5 MEG
ALL AUG

Hey, that cat's back! Except, this time, he falls under my jurisdiction, here in Sega's Sector. I reviewed the SNES version back in issue 46 and I really liked it. So, I've been anxiously awaiting a version on my system of choice, the Sega Genesis. Although the SNES can display more colors and has a powerful sound chip, I just like the way Sega games feel, especially Bubsy, who needed a little help and feels right at home on the Genesis. Bubsy seems a little more fluid and the awkward feeling the jumping had seems almost totally gone. Other than that, the two versions are pretty much identical. Even the music is good, still a tad repetitious, but done very well. If you're one of the millions of gamers who own Sega only, this is a game you should not let pass you by, especially if you enjoy the likes of Sonic, Tiny Toons, Mickey Mouse and other fun, furry creatures. The game features huge vertical and horizontal scrolling levels, lots of color, great line scrolls and an excellent level of diversity. Along with, of course, the first cat to ever star in his own video game. No fuss, no muss and no litter box to clean. Another Bubsy bonus is the level of difficulty. Nine lives may seem like a lot, but, then you've got a whole head of lined woolies on your tail, it's really not. Especially in level 3, where there are 6 levels, each more challenging, switching to a woolly infested dail and a very populated mansion, this level seems to go on forever. I've never been so happy to see a bassword (another nice feature). This is a well rounded Sega action cat. We'll review Bubsy the Broomsteer, Bubba Buba, stop that! in our September issue.

REBEL ASSAULT

JVC
3D SHOOTER
1 PLAYER
SEGA CD
TSA



Ever since I was a kid and saw Star Wars, I wondered what it would be like to pilot an X-Wing fighter into battle. Well, I wonder no more. Rebel Assault for the Sega CD offers such an experience. Even though the version I played was only 20%, I still got that feeling of piloting an X-Wing. And, the rush of adrenaline! Oh, man, when the Tie Fighter went rushing by, Kid Fantastic almost lost his lunch! I kept turning my head looking for R2! Rebel Assault is an excellent demonstration of Sega CD technology. The scaling, speed, sound-track and voices could not be accomplished on a regular cart, this is the type of interactive experience that Sega CD owners have been craving for over the past year. JVC has been one of the most consistent supporters of the Sega CD to date, and their relationship with Lucasarts is one that will benefit Sega CD owners for some time to come. Jedi Knights, stay tuned. Rebel Assault is scheduled for a November or December release and Game fan will keep you posted on the progress of this exceptional game. Kid Fantastic

ELECTRO BRAIN
SPORTS
2 PLAYER
8 MEG
AVAIL AUG

LEGENDS OF The RING

Boxing fans, get ready to tune up your thumbs. Electrobrain and Sculptured Software are about to let the leather fly with Legends of The Ring. The first thing that sets this game apart from all of the other contenders is the size of the characters...they are huge! They are also drawn and animated very well (blood, sweat and tears flow freely in this one). So well, in fact, that you can actually pick out the great ones; Marciano, Leonard, Duran, Hogler, Hearns...they are all here. In addition, you can create your own fighter and, through a password feature, guide him through the 10 top ranked fighters in your attempt to win the championship and take the belt. Legends looks like a contender for the title of boxing game of the year. Look for an in-depth review in the premiere of Game Fan Sports, next month. Talko



PREVIEWS

Dragon's Lair fans can start getting ready for a November release of a nearly perfect translation for Sega CD by Readysoft. We got a peak at the CES and this game looked awesome!



Don't Judge! These are very early graphics just to show the camera angles for the MD Virtual Racing cart. The details aren't in yet. The programmers are working hard on duplicating that arcade rush as well as possible. The new chip being used is serious stuff!



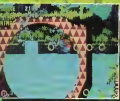
Konami's Legend of the Sky is out this August and comes packaged with its own cool six



was one of the strongest new titles present at CES. It looks like another winner from Konami is on the way.



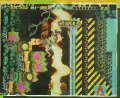
A release date has finally been set! Sonic CD will be available (in Japan) in late September. In New Time Attack, Sonic arrives on a peaceful planet, but he can't find any creatures... something's up, the opening animation alone will knock your socks off and the music is pure magic.



McDonald's ready to go with a weekly new Ronald McDonald title. They grab at Mickey D's in Japan, too. McSuah! anyone? Don't look for this one stateside, you'll have to pick up the import. It is sure to become a SegaPhiles collectors item.



We'll review Human's new Mega CD Shooter, Bari-Arm in our next issue. This new side scroller could be the shooter you've been waiting for.



Here's some updated photos of Vic Tokal's awesome Trouble Shooter sequel. No word on a U.S. release yet but, judging by these photos, the game looks good enough to warrant a U.S. RELEASE ... come on Vic!

"...THE FASTEST PRODUCTION CAR IN THE WORLD..."

-THE GUINNESS BOOK OF RECORDS 1993



STRAP A SADDLE ON 542 HORSES AND RIDE THIS SILVER ROCKET TO 213 MPH.

IT'S THE ONLY ROAD BEAST ON THE GLOBE THAT CAN BE CALLED "FASTEST IN THE WORLD."

SO KEEP YOUR LOTUS, FERRARI AND PORSCHE IN THE GARAGE....JAGUAR XJ220 HAS ARRIVED.



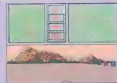
GRAB A BUDDY AND JOCKEY FOR THE CHECKERED FLAG AS "TEAM JAGUAR"—INCREDIBLE SPLIT-SCREEN 2-PLAYER VIRTUAL-RACING ACTION AT 200+ MPH



AFTER EACH RACE ON THE CIRCUIT, USE YOUR EARNINGS TO MEND YOUR WOUNDS—FROM BODY REPAIRS TO A FRESH SET OF TIRES TO A NEW TRANSMISSION



BURN RUBBER ON WORLD TOUR OR GRAND PRIX CIRCUITS—32 COURSES IN ALL. SAND CHURNERS IN EGYPT, SWAMP FISTS IN THE OUTBACK, EVEN SNOW JOBS IN THE ALPS



CUSTOMIZE AND SAVE UP TO 16 OF YOUR VERY OWN TRACKS WITH TWISTS, TURNS, HAIRPINS, CHicanes AND BACKGROUNDS—LIKE TUNNELS, BRIDGES AND CROWDS

"THE TRACKS ARE LADEN WITH HAIR RAISING HAIPIRN TURNS, KILLER CORNERS AND STRAIGHTAWAYS SO FAST THE RED AND BLUE SAFETY TIRES SNEAK INTO PURPLE HAZE..."

—SEGA VISIONS



GAME FAN, THE OFFICIAL MAGAZINE OF
SATURDAY NIGHT SLAM MASTERS IS PROUD TO ANNOUNCE
**CAPCOM'S SLAM MASTERS
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Their picture and
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the November issue of

Game fan

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Winners travel to San Diego courtesy of Capcom for the Grand Nationals!
October 9th - 10th at the Yellow Brick Road Arcade.

PARTICIPANTS UNDER 18 MUST HAVE PARENTAL CONSENT

PLANET SNES



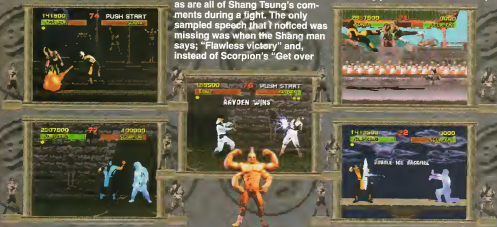
SUPER NES PREVIEW



It seems that one of the hottest topics recently in the world of video games is censorship, in general, and the application of it in *Mortal Kombat*. Since this topic has been discussed to death and since there was no blood to be found in the SNES MK used for this preview, we shall slide past that and, instead, concentrate on the game itself. Now, I know that blood and guts are synonymous with *Mortal Kombat* and that it is the main reason that most of us play it. However, after you've seen everything there is to see, there still has to be a good game left over to keep your interest high.

Although I am a SF2 purist, I couldn't help but be impressed with the overall presentation of this game. All of the yells, screams, grunts moans and groans are there, perfectly intact and seemingly direct from the arcade,

as are all of Shang Tsung's comments during a fight. The only sampled speech that I noticed was missing was when the Shang man says; "Flawless victory" and, instead of Scorpion's "Get over



here", he says "Come here"...no biggie. The quality of the music in MK is fantastic and might have gotten my vote for the single best feature of the game, but the saint of the immaculate digitization had something to say about that. I don't know how they pulled it off, but the graphics (shadows and all) are fantastic (closer than even SP2 to the arcade). Being that this is only a preview, we shall dissect this game further in next month's MK review. But, I can already tell you K. Lee will give it a thumbs up. - K. Lee



STREET FIGHTER II[™]

TURBO

CAPCOM
FIGHTING
2 PLAYER
20 MEG
AVAIL. JULY

Here at last, in true Game Fan form, is the most eagerly anticipated game of the decade, Street Fighter 2 Turbo for the SNES. Last month, I explained all the differences between the original and the new Turbo edition. Now it's time for what every SF2 fan really wants to see, combos for all 12 characters. I have to say one thing before you try any of these combos (moves), I have been playing Street Fighter 2 since it came out in early February of '91 and still, to this date, I can't do these combos every time, that would be next to impossible. You would basically have to be perfect and no one is perfect. Take time and practice as much as you can with your favorite character and gradually you will see improvement until you can consistently hit a combo, then head down to your local arcade and kick some butt. Trust me it's the adrenaline rush of a life time. After playing the super fast SNES version, the coin-op will be a breeze, just remember practice and don't get to frustrated, its only a game isn't it? And now a little reminder, E. Storm, when we do get the Genesis version next month just remember I don't care if the Genesis does have a 68000 processor or how may meg it is, it doesn't matter because the SNES SF2 Turbo is the best translation you will ever see and you can take that to the bank! Yoshi

The barrel house stage previously found only in the arcade is now in the SNES version!



Ryu is the best character in SF2 and also the most difficult to truly master. His effectiveness lies in the ability and skill of the person playing him. When used properly, Ryu can counter anything and he has no weaknesses.



Ken

Fierce



Fierce



F-Dragon Punch



Fierce



Roundhouse



Forward



Fireball



Fierce



Hurricane Kick



His moves are very similar to Ryu, but are done more flamboyantly. Ken's fierce dragon Punch has a very long range and can hit you three times. His spinning kick is very fast, but won't knock you down like Ryu's. fun to watch.



Guile

Fierce



Crouching Strong



Flash Kick



Fierce



Fierce

Fierce

Sonic Boom

F-Backhand

Fierce



Flash Kick



He and Ryu are thought to be the most rounded characters in the game. In fact, he is so effective that, in the process of upgrading SF2 to Turbo Hyper Fighting, he improved less than anybody else. Guile has a long range for throwing and plenty of catch you off guard moves.



Blanka



Fierce



Strong



High Fierce



Fierce



Fierce



Strong



Low Fierce



Forward



V-Rolling Attack

His moves are very easy to execute and are logical. He jumps very quickly and his kicks and punches have a long range. Because of his vertical and horizontal rolling attacks. He is a very explosive character. He is strong against Zangief, Chun Li and Vega, but weak against Bison, Balrog and Honda.



E. Honda



Fierce



Strong



Low Fierce



Fierce

Grab

Forward

Roundhouse

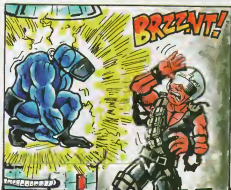
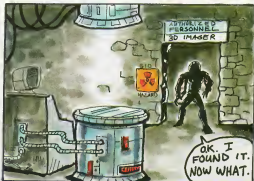
100 Hand Slap

Strong



100 Hand Slap

Honda is probably the most offensively biased character and can take the most energy off you while you block. Honda is slow in general, but people with quick reflexes can use him very effectively. He is weak against Ryu, Ken and Bison.



YOU OKAY?!
WHERE'S POSTMEISTER?



TO BE CONTINUED. *Wolfing* '93



Sagat

Short



Forward



Tiger Uppercut



Roundhouse



Roundhouse



Short



Tiger Shot



Short



Tiger Knee



Ryu's main rival, Sagat is a fierce competitor with a long range Tiger Uppercut, but he has a limited amount of attacks. Sagat is a solid player that is not too difficult to use.



Dhalsim

Short



Forward



Forward



Yoga Fire



Short



Fierce



Forward



Yoga Fire



He has the longest attack range of any of the characters and is actually one of the more well rounded players in the game. He is thought to only be effective from long range but, against good players, he is even more dangerous up close...weak against Blanka.



Vega

Jab



Claw Roll



Roundhouse



Roundhouse



Jab



Jab



Claw Roll



Forward



Fierce



He is the fastest of all the characters and he has pinpoint control in the air while doing his diving attack. Vega has a long range because of his claw and his speed, but breaking off his claw reduces his long range effectiveness.



Balrog

Jumping Fierce



2x Low Short



Jab



Fierce



Low Roundhouse



3 Button Charge



2x Fierce



Jumping Fierce

Jab



Dashing Upper



Dashing Upper



Strong



His special moves are very easy and are hardly ever reversed by his opponent. Close distances are stronger, but long distance fights are harder...very weak against characters with flying object moves.



M. Bison

Fierce



Low Jab



Low Jab



Roundhouse



Roundhouse

3x Low Jab

High Jab

Sissor Kick

Roundhouse



Jumping Fierce

Low Jab

High Jab

Sissor Kick

Low Strong



Like Honda, he will take off a lot of energy while you're blocking and has a nasty of RE-Dizzy combo that is sure to induce anger from his opponent. Bison is one of the strongest characters in SF2 and he has no serious weaknesses.



The Game Fan CES spotlight falls directly on Interplay and their fighting game Clay Fighter. As seen in the past few issues of GF, Clay Fighter is set to wow SNES owners this fall with one-on-one fighting action and Claymation graphics like you have never seen on the home screen. At CES, you can usually tell the potential success of a game by the crowd that it draws around it. We can tell you that, on consumer day, there was little to no breathing room over at Interplay's booth. Bud Frosty and the gang were hard at work making believers out of the throng of SF2 lovers that descended on Chicago like ravenous, combo-loving locust. Clay Fighter is about 60% complete at this point and is looking to be one of the early contenders for blockbuster status this Christmas season. From the graphics and animation to the solid fighting game play and sense of humor, CF demands that you pay attention to it. Quality games like this don't come around that often and Interplay is very well aware of the enormous potential of this game. Look to Game Fan for continual updates on Clay Fighter up to its release. In the mean time, enjoy... Talko

Clay Fighter

INTERPLAY
FIGHTING
2 PLAYER
8 MEG
AVAIL DEC

WORLD HEROES HEROES



SUNSOFT
FIGHTING
2 PLAYER
16 MEG
AVAIL SEPT.



HANZOU



About a year ago, *World Heroes* hit the arcades, right in the middle of the *Street Fighter 2* craze. But, the gamers didn't reject the new comer. Instead, they stuffed as many characters into it as the ol' SF2. In fact, *World Heroes* became so popular that everyone who owned a Neo Geo tried getting their hands on one, but it was a limited release, so many gamers stayed dry. All they could hope for was a good SNES or Genesis version. Now, the wait is over, compliments of Sunsoft. This fall, *World Heroes* will be released for the SNES and it is, in my opinion, perfectly translated from the 82 meg Geo version. The two main



FUUMA



characters, Hanzou and Fuuma, are very similar to Ryu and Ken from SF2. The other characters, however, are each unique, giving this fighting game new play strategy and a look all its own. In the Neo Geo version, you had two attack buttons, punch and kick. The strength of the hit depended on how long you held the button down. If you tapped the button, you got a weak hit and, if you pressed and held the button, you got a fierce hit. In the SNES version, you can configure your buttons so the weak punch and kick and the fierce punch and kick all have their own buttons, giving you more control over





BROCKEN



the characters movements — bonus. Well, since this is a preview, I won't give away too much. But, overall I would have to rate this version higher than the Geo version for two main reasons; 1) for sixty bucks, you are getting the same game as the Neo Geo without the big price tag and 2) because you and a friend can choose same character vs. same character, a feature not found in the Geo version ... double bonus. World Heroes is looking awesome. Yet another great fighter gets a perfect translation on the SNES. Stay tuned for a complete combo crunching spread coming soon.

• Magilla



DRAGON



J. CARN



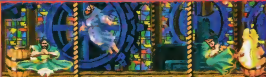
JANINE



M. POWER



RASPUTIN





KONAMI
ACTION
2 PLAYER
8 MEG
AVAIL. ONLY



Not only did *Zombies Ate My Neighbors* eat my neighbors, but they just gobbled up about 50 hours of my week as well. I first saw this game at the Lucasarts booth at Winter CES in January and immediately became hooked. At that time, the game was titled "Monsters" and Lucasarts was looking for a buyer. When the dust settled, Konami had pulled the brass ring and acquired the rights to one of the best games of 1993. *Zombies* is kind of an eclectic game. It freely borrows from the best of many genres; shooter, quest, action and puzzle as you (and a friend) immerse yourself in a 48 level struggle against zombies, aliens, 40 foot tall babies, mummies, clones and other assorted baddies. The play mechanics are straight forward; acquire a series of weapons, ranging from guns and bazookas to bubble gum and weed wackers, and choose the appropriate weapon for the given situation. For example, in level 7 it might be a good idea to carry the fire extinguisher with you if you want to find the last 3 neighbors. There are many of these little puzzles to solve and they become progressively harder as you move through the game.



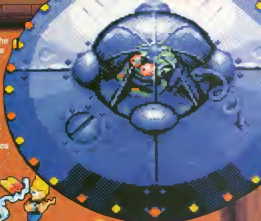
Graphically, the game ranks among the best on the SNES. *Zombies* has a Zelda-like presentation that is extremely colorful and detailed and the animations on your characters and the baddies are out-



standing (The 40' baby is particularly impressive). The music is also sterling with tunes that range from a carnival atmosphere to haunted houses and ancient Egypt.

But, all of the exceptional programming aside, *Zombies Ate My Neighbors* is just pure addictive fun. When you pop this one in, be prepared to spend some time with it because, with 3 lives and no continues (you can pick up health power-ups along the way) 48 levels may take you a while. (There's also a password.)

You can not go wrong when buying this game. *Zombies* is up in that rarefied air with *Mario*, *Zelda*, *Castlevania* and *Samurai*, where many of Konami's games exist, where bad programming is a distant nightmare and long, sleepless night of good, clean fun is all life is about. Talko



**TRADWEST
DRIVING
1½ PLAYER
8-MEG
AVAIL. SEPT.**

SUPER OFF ROAD The BAJA



Tradwest is set to deliver the ultimate off road driving challenge with Super Off Road: The Baja. Trust me folks, you didn't know what your SNES was capable of before this game. SOR makes liberal use of Mode 7 with huge characters and scaling hills that, to this point, have not been possible within the confines of Mode 7. The game is an off-road battle royal that takes place in Baja, California with 3 separate challenges: the Mexico 250, the Ensenada 500 and the Baja 1000. The races vary in length, with the Baja 1000 being the longest at 8 stages (incorporating the 4 stages found in the first 2 trials). The first person graphics in SOR are outstanding, easily the best to be produced for the system to date. SOR has got a lot of that "Road Rash" feel to it (ask the guy you just mowed





down on the ATV, he's really feeling the "rash") and the programmers at Leland Corp. have successfully integrated the use of Mode 7 backgrounds with re-drawn sprites and road side objects. With all the technological achievement in this game, what really grabs you is the game play. Although fairly simplistic in its drive and shop approach, the addictive qualities in SOR are enough to keep any driving fanatic's foot to the floor (or thumb to the pad, as the case may be). Look for a full review next month when we take this mud slinger through the editorial wringer. Talko





Sky Blazer

SONY
ACTION
1 PLAYER
8 NES
AVAILABLE



Bearing resemblance to both Hook and Act Raiser...really? Yeah! Sony's most impressive action title to date is ready to soar onto your SNES, it's Sky Blazer (working title) Skyblazer features level after level of both side scroll and flying Mode 7 game play that is among the best in the action/platform genre. Your lead character can grip onto walls, use 7 different types of magic and fly with angel like wings. Other features include incredible, huge bosses, an overhead map and an excellent soundtrack. Skyblazer looks like it may be the next SNES action game to get excited about. The game is nearing completion and should be ready soon! Look for our big preview in the next Game Fan. E. Storm

ART OF FIGHTING

TAKARA
FIGHTING
2 PLAYER
16 MEG
AVAIL. OCT.



The 102 meg Neo Geo arcade hit is about to make its way to the SNES and some how has been squeezed into only 16 meg. Many may think that there's no way the SNES could handle this game due to its limited memory. Well I don't know how they did it but Takara managed to squeeze that huge cart directly into the SNES with almost nothing lost. What we had a chance to preview really impressed us, and if we got impressed you know its good. Of course the first thing every one wants to know is, does the SNES version of Art of Fighting scale? Well, I still can't believe it but, yes, the SNES version does scale in and out like the GEO version, although there is one flaw. When the screen you're watching is scaling, you can't move your characters. You may not like it but, hey, would you rather have no scaling or have it scaling with a little freeze here and there. Personally I'll take the scaling. Overall, I think SNES owners will be very impressed with this incredible translation of one of the best fighters ever made. Look for an in-depth review, coming soon. Yoshi





How's this for a plot? You've had the flag over your home stolen and it's up to you and your projectile body parts to reclaim it! Oh, yeah, I feel a new NBC sitcom coming on; "He's tough, he's short, he's a one syllable, dismemberable fighting machine, he's Plok!". All kidding aside, Plok-man is a good looking and playing action/platform title by Tradewest and Software Creations (the people who are trying to bring us Equinox). The most impressive part of the preliminary version of this game is the music. The developers have made

excellent use of the SNES hardware and the quality of the soundtrack is stunning. Graphically, Plok is as impressive as Equinox with a definable cartoon style that really helps to set the mood and tone of this entertaining, addictive game. With a relative shortage of action/platform on SNES, Plok looks to be a terrific addition to the Super Nintendo library. Look for more Plok-style action in our next issue when we take this one apart (no pun intended) and give it the full Game Fan review treatment. Talko





In **Magic Boy**, by JVC, you play the role of an apprentice magician who, while the master magician is away, accidentally releases all of the monsters. Armed with only your magic wand, you must capture all of the creatures before your master returns. Powered by only 4 megs, this game has better colors and scrolls than many 8 meg games. Each level offers new and exciting challenges, along with different power-ups for your wand. You must complete over 90 levels in 4 different worlds (with password, of course). Look for **Magic Boy** to be available 4th quarter of '93. Puzzle gamers should throw a party.

Kid Fantastic

JVC
ACTION
1 PLAYER
4 MEG
TBA



Dennis the MENACE

That arch nemesis of Mr. Wilson is back, and this time he's causing trouble, 16 bit style, on the SNES. Ocean looks to have one of the better action/platform games of 1993 ready to cause a little mischief near the end of this year. With pea shooter and sling shot at his disposal, Dennis the Menace will be plotting big trouble for good ol' Mr. Wilson, Margaret and the gang. Look for more in future issues.



CES SPOTLIGHT

OCEAN
ACTION
1 PLAYER
8 MEG
TBA



The future of baseball is now available to SNES owners courtesy of the folks at Tradewest. Super Baseball 2020 is an excellent translation of the 1991 Neo-Geo arcade mega-hit. To those of you that are unfamiliar with the arcade title, 2020 takes a few liberties with modern baseball rules. The foul and fair zones have been altered, the fans are now enclosed in glass with TV monitors in right center and left center and you can only park one to dead center, the deepest part of the ball park, and you can power-up your players (after accumulating enough cash on great plays). These changes really spice up the game play and make 2020 the most enjoyable baseball title on the SNES. The graphics and sound compare favorably to that of its arcade cousin and the only things that I found to be missing from the coin-op version were the 'rockers' (bombs) and some animation and scaling in the close-ups and pitcher and batter sprites. The game makes use of passwords to get you through a 15 game season + abbreviated playoffs and has a two player option. With the large number of baseball games available for this system, it takes something special to differentiate your game from the rest of the pack. With Super Baseball 2020, Tradewest has managed to do just that, creating a fun, addictive classic that you will enjoy for a long time to come.

Super Baseball 2020 TM & ©

TRADEWEST SPORTS
2 PLAYER
8.MEG
AVAIL NOW

Septentrion



Septentrion is a very unique action game for the super famicom. Basically, you are traveling across the ocean in a ship that gets caught in a bad storm and is just about to sink to the bottom of the ocean. You have 60 minutes to escape from this ship. You can either find your way out of the ship by yourself, or try to rescue a few passengers before you find the way out. The choice is yours! The mazes in Septentrion, which constantly rotate, changing your strategy, are extremely hard to figure out and it requires patience and skill to move as you wish. You can jump, duck and hang on to the walls and swim. Also, as soon as you can convince the passengers to join you, you can lead them to certain points by pressing the L or R buttons. Although the game is very difficult, Septentrion will appeal to players who love games such as Prince of Persia and Out of This World. Morrey

HUMAN
ACTION
1 PLAYER
8 MEG
AVAILABLE





Capcom's 2nd Disney title for the SNES is said to animate as well as the movie. The layout of the levels closely follow the movie, and with 10 meg of memory, Capcom should have no problem! Look forward to a Game Fan preview coming soon!



PREVIEWS



The long awaited Super Mario collection looked and played amazing at the recent CES. In fact, look out for a few surprises (remember -1?). The fact that it's 16Meg, with all new 16Bit graphics and sound will have mario fanatics up for a solid month! Look for a gnarly review in next month's Game Fan!



Star's new 8Meg Action Shooter Lawnmower Man is absolutely unbelievable and is due out sometime this fall. The first person scaling is smoother and faster than Star Fox! We can't wait to get our hands on it!



MEGA-MAN



Finally! Mega Man X is coming! I can't tell you how much we want to play this game. Capcom will be doing this 8 Bit classic total justice, with 12 Megs of memory and an entirely new cast of villains (the kind we love to hate!) Look for an exclusive preview in next month's issue!



Loricles has got a surprise! The first 3D action/shooter for the SNES will make your eyes bug out. Jim Power can be played with or without 3D glasses, but the 3D effect is so real you'd think you could reach into the screen and grab Jim.



At long last! Lucas Arts is at it again with their 12 Meg blockbuster sequel to last year's mega hit Super Star Wars! Super Empire Strikes back has awesome new mode 7 flying sequences and a theater soundtrack (which will hopefully be in surround sound!) As you can probably see from the pictures, this cart really captures the feel of the movie and will be a definite candidate for this year's Golden Megawards.



TURBO TOONS

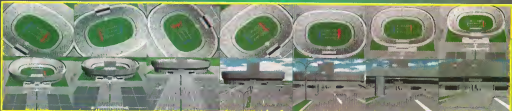
DUO PREVIEW



Duo owners rejoice. For 4 years now, you've been waiting for some sort of decent American development and sports titles that offer something more than slow play and big headed, goofy characters.

Your time has come, John Madden CD has arrived, courtesy of Hudson and EA. The version of JM that was at the show was early, but showed incredible potential. From the polygon scaling intro that takes you into the stadium, to the high quality full motion video used extensively throughout the game,

Madden CD makes its claim as the best version of Madden yet, on any platform. Graphically, the Duo version has a lot of color and players that are more cartoony in nature than their SNES or Genesis counterparts. The game play is right out of the Madden design book so, if you have played the 16 bit versions, you've played this. What really makes the Duo Madden work and become almost an entirely new game is that it makes full use of the CD hardware. The video, sound and depth of game play is outstanding. If you are a sports game fan and do not own a Duo, John Madden CD may be the game that makes you an owner. Talko





FANTASY NIGHT DREAMS
COTTON



COTTON AND SILK.
THEY MAY LOOK
SWEET AND SEDUCTIVE,
BUT THEY'RE AS GENTLE
AS A JACKHAMMER IN A FIGHT.

TO SAVE THE WORLD FROM AN EVIL
MIST, THEY'VE GOT TO BATTLE POSSESSED
FOREST CREATURES, DEMON WARRIORS
AND THE LIVING DEAD.

IT'LL TAKE ALL THE SPEED AND SKILL
YOU CAN MUSTER - BECAUSE ONCE YOU
MEET THEM TWO, YOU'LL DEFINITELY
HAVE YOUR HANDS FULL.

WAIT TILL YOU
SEE WHAT THESE
GIRLS CAN DO
WITH THEIR HANDS.



STREET FIGHTER II

MSC
FIGHTING
2 PLAYER
20 MEGS
AVAILABLE

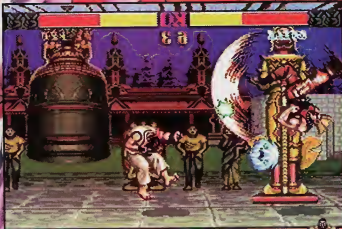


The greatest arcade game of all time has made its way on to the PC Engine and its 20 megs of the most intense Street Fighter action you could have ever expected on this system. The game is absolutely beautiful with color, animation and sound that feel like the arcade with barely any color or resolution loss.





All of the endings are in the game as well as two bonus stages and the characters all control like their arcade counterparts. That's the good news. The bad news is that there is some flicker and slow down in this version of the game. Although, neither the slow down or the flicker really detract from this incredible design achievement. I know all of the SF purists out there are dying to get





their hands on this game. Don't sweat it, many of my sources say that the Turbo/Duo version will be out in October and the fact that my sources have



never been wrong means...no worries! This is the game that TTI really needs in America, so keep those fingers crossed! Yoshi





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a strange and wonderful world
filled with cute, loveable
creatures who all try to kill you.

MAGICAL CHASE



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AND DANGEROUS. MEET
SOME FRIENDLY-LOOKING KILLERS IN THIS
VIOLENT FAIRY TALE OF AN APPRENTICE
WITCH WHO'S HAVING A BAD DAY. JUST
REMEMBER - LOOKS CAN BE DECEIVING.



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Last Survivor From SEGA!
Coming next month!

MARTY REVIEW



SPLATTERHOUSE



VING
ACTION
1 PLAYER
CD
AVAILABLE NOW



Splatterhouse is now available for your Marty with graphics, animation, sound and goo straight from the arcade classic. Marty owners are really looking for software right now and Splatterhouse is a good quality game that should satisfy the Marty gamers' appetite. But, it is getting a little rough around the edges as the game ages. Splatterhouse





does not come across as the king of carnage that it once was, both technology and creative freedom have allowed today's development teams to vault past the limitations that were present as little as three years ago.

So, if you're looking for a short, interesting diversion on your new 32 bit system, Splatterhouse can fill the bill. Otherwise, if you expect to get 80 bucks worth of wow, you might be better served with one of the other Marty titles. Talko



3

D



Welcome to Issue #3 of 3DOonly, where you can look to Game Fan to bring you the latest and greatest on the king of the super systems. Our latest information comes from Chicago where the electronics industry was treated to its first hands-on experience with Panasonic's FZ-1 Real 300 Interactive Multiplayer at Summer CES and there wasn't a dry palm in the house!

The editorial staff at Game Fan was able to see and play those games slated for release at system launch (or soon thereafter) for Trip Hawkins' silicon version of heaven. Most of the titles are very early (in fact, Crystal Dynamic's *Crash & Burn* was literally compiled on its early form, just days prior to CES) but, even at this early date, the software is extremely impressive with 3D and special effects that are a quantum

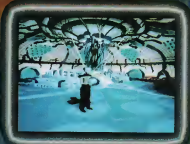
STAR TREK THE NEXT GENERATION



leaps forward for home entertainment.

The system is scheduled to be available nationwide on October 1 at a retail price of \$699.00, over \$100 cheaper than the original suggested retail price. Judging by the various stages of development that the games are in, you can expect to see 10-15 games at system launch, including *Crash & Burn* and *Total Eclipse*, which are both reason enough to buy the system.

Nearly every type of game was present in the 3DO booth; you want sports? EA and Park Place have got you covered. Driving, flying? No problem, Crystal Dynamics and EA have titles that will be available at launch and before Christmas. 3D adventures and movie action titles will also be plentiful with MCA's *Jurassic Park* and *USO 2015*, Virgin's *Demolition Man* and Spectrum Holobyte's *Star Trek: The Next Generation*.



SPECTRUM HOLOBYTE

ELECTRONIC ARTS

WORLD-BUILDERS-INC.



The Crystal Dynamics titles were, by far, the most complete at the show, but Electronic Arts, MCA, Park Place, Spectrum Holobyte and Virgin (among others, there are now over 300 licensed developers for the 3D0 system) had incredible demos and teasers at the show.

Upon speaking with the folks at Crystal Dynamics, we were informed that *Crash & Burn*, which is the best looking driver this side of Virtual Racing, was about 20% complete, would have 30 levels and that the frame rate would be about 50% faster than the show version. It will also sport features like speed warping



TWISTED



SHOCK WAVE



3D0 ROAD RASH

CRASH & BURN CRYSTAL DYNAMIX



DEMOLITION MAN VIRGIN GAMES



STELLAR FIRE DYNAMIX



TOTAL ECLIPSE CRYSTAL DYNAMIX



7th GUEST TRILOBYTE



of spawning objects, transparent skydocks and a multitude of characters and vehicles to choose from. In *Crash & Burn*, the 3D0 environment is like nothing you've experienced in a video game before. With ray-traced, rendered graphics that place you in a real-time 3D0 environment and have you living the game.

There has been a blitzkrieg of media coverage on 3D0 and much debate over the viability and marketability of a 3D00 game engine. Does 3D0 deliver the goods, or is it merely the next CD? The answer will ultimately come from the consumer, but we at *Game Fan* have played the future and are anxiously awaiting our review hardware to get under the hood and start bringing you the completed versions of these extraordinary titles. Talkin'

INTELMEDIA FOOTBALL INTELMEDIA



INTELMEDIA BASEBALL INTELMEDIA



3D FOOTBALL PARK PLACE



BATTLECHESS INTERPLAY





WORLD HEROES 2

SNK
FIGHTING
2 PLAYER
146 MEG
AVAIL NOW



The characters have definitely been training hard since *World Heroes*. Now, Manxou, Janne and the rest of the gang are back and ready to dish out the carnage in *World Heroes 2*. This 146 mega shock now has 14 characters to choose from and even character vs. character. As you can see, the original 12 fighters are enhanced, both in speed and technique. Some of the more noticeable changes are Hanzou's Arching Uppercut, Muscle Powers' Rag doll Rampage (he swings his opponent by the feet and tosses them like yesterday's trash) and Janne's Sword of Justice, which slices and dices faster than a Gintzu. The four newcomers aren't too shabby themselves. My favorite character, Captain Kidd, carries some walloping blows. Gifted with the spirit of the great white shark, C. Kidd can unleash a Shark Aura onto his opponents. For all of you SF2 fans, C. Kidd comes the closest to Guile...so you know why he's such a cool character. Along with the new characters comes new death matches. One of the best features of this is that each round can last





over 5 minutes. You see, instead of giving each character a separate health meter, they've made one long one with a pointer in the middle. So, if you damage the other player, the pointer moves in favor of you. It's sort of like a tug of war and, even if you go down, you can tap the buttons and get up. That is, if you're not pummeled to death. In the death matches, you'll also find yourself battling the elements, as well as your enemy. So, yet another fighting game comes and goes for the once versatile Neo Geo. Don't get me wrong. It's a great game with loads of characters and backgrounds. But, with perfect translations of Champion and Hyper, who needs it? I'd much rather see Magiclann Lord 2 or any of the other rumored Geo titles come out. Enough is enough! With the Jaguar and 3DO on the way, if SNK doesn't see the light soon, the small portion of the consumer base that they still hold captive is sure to opt for more diversity with another high end system. Magilla



HANDS ON PORTABLES



One of the best soccer games on any system, Tengen's Tisimo World Cup is full of well-animated players and is extremely fun with two players using the optional link-up cable. Don't miss it if you're into Game Gear Sports.

Jurassic Park fills the little Game Gear screen with about as much dinosaur as humanly possible and features many of the varied play mechanics of the Genesis game. Look for it this July.



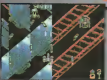
Jump into the Steel Cage with the likes of Brett Hart, Ted DiBiase, Randy Savage, The Undertaker, Tatanka and Shawn Michaels. But, don't forget to stop by acting class on the way.



Tom & Jerry seem to be popping up everywhere, so why not onto your Game Gear screen? You got a mouse, you got a cat...you play Tom and you gotta catch Jerry...lunch!



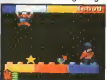
Paperboy 2 is coming this summer to Game Gear. The nature of this game makes it perfect for hand held gaming.



DRACULA



WINTER OLYMPIC GAMES



JAMES POND 2

GG Aleste 2 is one of the most anticipated new Game Gear games over seas. Look for a US version later this year.



INCREDIBLE CRASH DUMMIES



SPIDERMAN

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Why run away from home... when you can drive.



JOSH and S.A.M.

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MARICA HINDS JOHNSON • DON BURGESS • FRANK DEESE • ALEX GARTNER • ARNE SCHMIDT
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CAPITOL ROCK ENTERTAINMENT • NEW LINE CINEMA • CITY LIGHT FILMS
COLUMBIA PICTURES

AT THEATERS THIS SUMMER

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This year's Summer CES was perhaps the biggest ever for the video game industry. A large emphasis was placed on new cutting edge technology such as Virtua and 3DO while, as a whole, there were simply more good titles than ever before. It seemed like just about every company had something to brag about. We've compiled, as well as possible, all of the games of this great show for you to use as a guide to what is coming in the months to come. Some of the screen shots aren't the greatest as many come from slides, etc., but this should give you a good idea of what we saw. The logos in the shots represent what system the title will be available for.



MEGA MAN-X



ALADDIN



EYE OF THE BEHOLDER

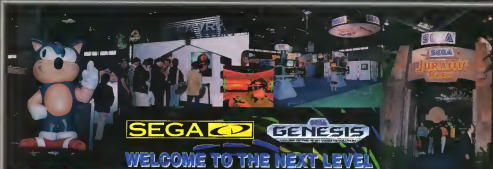
As expected, Capcom had an extremely strong showing at the summer show, along with winners like Goot Troop and Final Fight 2, which are ready. Capcom showed their perfect arcade translation of SF2 Turbo Edition on a huge wall of monitors.

They also showed, for the first time, one of the most anxiously awaited games of '93, Mega Man-X. Two levels were playable and the game looks and plays absolutely fantastic. The now larger and

well animated Mega Man can cling to walls and the new graphics are awesome, look for a November release. Capcom also has what looks like the best version of Eye of the Beholder and an excellent football title, Capcom's MVP Football, showing a commitment to RPG and sports gamers, as well as action and fighting. Over in the Sega area, a smaller Capcom display showed a very early version of the upcoming 24 meg Sega SF2 Turbo which, although early, played extremely well. Look for a review of this great version of SF2 coming soon.



SF2 TURBO HYPER FIGHTING



SEGA GENESIS
WELCOME TO THE NEXT LEVEL



TOEJAM & EARL 2



JURASSIC PARK



SILPHEED



SPIDERMAN CD



SONIC SPINBALL



GUNSTAR HEROES

Sega had the best presentation I have seen in three years, with an entirely new display for '93. Their recent growth into a major force was definitely apparent with a huge display including dedicated Activator, Game Gear, CD, Virtua and sports areas, as well as the phenomenal new Sonic arcade game (which blows away anything I've ever seen in the arcades) and the impressive AS-1. As-1 is compatible to Star Tours, but you actually interact with this ride which, by the way, is hosted by Michael Jackson. Games wise, Sega blew me away with Gunstar Heroes, Aladdin, Sonic Spinball and Silpheed. Other standout titles by Sega were: Jurassic CD, Eternal Champions, Ranger-X, NFL '94 and the new World Series Baseball game. Virtua also shows great promise. Sega's only weak point was the lack of innovative new CD titles as Silpheed, Spiderman, Montez, Ecco and Jurassic (titles which we expected) were the main titles. Sonic CD, which is near completion, was nowhere in site. Luckily, Sega's strong 3rd party companies showed excellent support for CD and all have big plans for '94. Strangely, a strong emphasis was placed on the Activator which, so this point, we all agree is just too goofy. Overall though, Sega had a very strong show and winter should be even better!



RANGER X



ETERNAL CHAMPIONS



NFL 94



WORLD SERIES BASEBALL



SHINOBI III



ALADDIN



Extreme (formerly Bignet) showed their awesome boxing game, Riddick Bowe, which could very well be the best boxing title so far on a home system, and the old classic, Choplifter gets a major facelift on the SNES. They also had a great looking booth. Extreme products for Sega include Battletech CD and cart



BATTELTech



CHOPFLIFTER 3



RIDDICK BOWE





PINK PANTHER



SYLVESTER & TWEETY



AGASSI TENNIS

In last month's CES preview, we showed Sylvester & Tweety as an Absolute title (late night). Our apologies to Tekinagk. The game looks fantastic, with perfect animation. Pink Panther also looks great and a new Steven Segall action title is in the works. Keep your eye on Tekinagk, this is a promising new developer.



SUPER NINTENDO ENTERTAINMENT SYSTEM



BATTLE CLASH 2



YOSHI'S SAFARI



MARIO ALLSTARS



STANLEY CUP

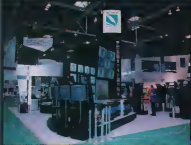


MARIO & WARIO



FX TRAX

Nintendo brightened up the CES with Mario, Yoshi and an all new FX game titled FX Trax. Although only about 40% complete, this new title shows innovations in racing games never before imagined and has that quality Nintendo feeling written all over it. But, the real show stopper was Mario All Stars, which surpassed our highest expectations. All four adventures are beautifully colored and detailed and have excellent music. All Stars is definitely an incredible value and candidate for Action Game(s) of the Year. Yoshi's Safari also looks great and features great Mode 7 with jumps, bosses and lots of Marioish stuff to shoot at with your Superscope. The well-rounded SNES lineup for '93 also includes Mario/Wario for puzzle gamers and Stanley Cup Hockey for sports fans, which circles all over the place and looks to be a hockey player's dream come true. Altogether, Nintendo had a very strong lineup but I have a feeling the best is yet to come this winter in Vegas. Oh, inside the dome? The best 3D laser show you'll ever see had Starbox ships flying into your face and sound you had to hear to believe...bonus!



Sony had a varied and unique lineup, including 2 realistic game show experiences for CD, Jeopardy and Wheel of Fortune. In fact, Vanna was there! Man, you would see her ripplin' at Street Fighter! Just kidding. Anyway, she had quite a crowd. It will be interesting to see how these games do. Sony also has a strong games lineup with the ESPN series baseball and football. In fact, Chris Berman was there! Man, you should have seen him ripplin' at Street Fighter! Back, back, back, back...sonic toonin' kidding. Chris also drew a huge crowd and is a very nice guy. The baseball game looks amazing, with tons of animation and all the right stuff. For action fans, Skyblazer looks awesome (see page 1) and Last Action Hero (which will employ Silicon Graphics) and Journey to the Center of the Earth give Sega CD owners hope for the future. Sony has big plans. Oh, Sony also has Konami for best on the floor executive suite...style! Rounding out the display were Equinox (remember?), Dracula CD and Cliff Hanger.



DRACULA CD



LAST ACTION HERO



CLIFF HANGER



WHEEL OF FORTUNE



JEOPARDY



EQUINOX



ROCKET KNIGHT



LETHAL ENFORCERS



CASTLEVANIA BLOODLINES



A FULL LINEUP OF NEW KONAMI TITLES!



TOURNAMENT FIGHTERS



ZOMBIES ATE MY NEIGHBORS



SUNSET RIDERS



Konami stunned all corners with two new titles that really stood out. Tournament Fighters on SNES looks like a Neo Geo game and Lethal Enforcers on Sega CD is nearly perfect and comes with a cool six shooter! How do they do it? Additional Konami excellence for Sega included; Rocket Knight Adventure (I already smell a sequel), in which you'll find out how cool the sparkster really is, TMNT Tournament Fighters, unique to the SNES version and also very impressive, Zombies Ate My Neighbors and, of course, Castlevania Bloodlines, which was less than 10% but I guarantee will be amazing. For SNES, Sunset Riders looked arcade perfect and, as you know, Zombies is pure fun. Konami also had one of the most intense booths we have ever seen.





EA continues to expand with an excellent variety of 16 bit titles. For Sega, Jungle Strike, BOB (EA's new comical robot), General Chaos, 2020 Baseball, Technoclash, Madden '94, NHLPA '94, Bill Walsh College Football and, especially, Poultierguy stood out, along with Mitten League Hockey, which is just too cool...everyone will love this game. For SNES, EA has NHLPA '94 and Madden '94. Add to that all of EA's stunning 3DO softs, including Madden and the ever so fast scailing Road Rash 3DO and you've got a well-rounded '93 lineup with something for everyone.



BLADES OF VENGEANCE



MUTANT LEAGUE HOCKEY



GENERAL CHAOS



POULTIER GUY



JAMES POND 3



When you could get close to the Interplay booth, you'd find hordes of people waiting to control Bad Frosty and the rest of the crazy cast of Clay Fighter, Interplay's new one-on-one that features combo crazy clay figures that look so real that you'd think you could reach into the screen and grab one. Look for this title to be a big winner in the SNES Christmas lineup (how seasonal, Bad Frosty and X-mas!) and, of course, Rock & Roll Racing was also a big hit with the crowds.



CLAY FIGHTERS



ROCK & ROLL RACING



CLAYMATES



BUBSY



PELE SOCCER



SPEED RACER



BRETT HULL HOCKEY

Accolade wowed Genesis owners with a Sega version of Bubsy that features all the color and vastness of the original. They also had Pele Soccer, Speed Racer and Brett Hull Hockey on display, which could possibly give NHL a run for its money. Also look for Accolade to deliver a new football title this fall with great fanfare and mucho memory.



**BATTLETOADS
DOUBLE DRAGON**



PLOK



THE BAJA



One of the most impressive third party lineups at the show belonged to Tradewest, who had awesome versions of Battletoads/Double Dragon for both SNES and Genesis, along with two surprise SNES titles; Plok and Super Off Road Baja. Plok is a colorful new action title with a lead character that hurls his arms and legs at attackers (see page 7) and Super Off Road Baja takes all the rules and throws them out the window with smooth Mode 7 and hills galore, along with smooth scaling objects at track side and day and night racing, what a sequel! And, for sports fans, look out for America's Team as Troy Aikman Football Signature Edition arrives in 16 meg glory for the SNES. This sort-of sequel to Pro QB looks to be one of the top football games of '93, so stay tuned.



BATTLE CARS



PAC MAN 2

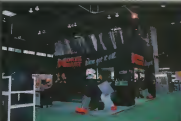


SUZUKA 8 HOURS



Namco showed the eagerly anticipated Suzuka 8 Hours which, although early, looks like the road racing game we've all been waiting for. Also on hand was the world famous Pacman in an all new 12 meg adventure, Pacman

2, which promises to be an awesome action/platform title with some very unique game play. And, for Mad Max fans, Battle Cars is a futuristic Mode 7 Battle Royal reminiscent of F-Zero. It's all SNES, all Namco.



HIGH SEAS HAVOC



DASHIN' DESPERADOES

Data East has two big winners for genesis. For 2 player cooperative craziness, check out the too-much fun Dash 'n Desperadoes or, for one of the most promising action/platform games of '93, there's High Seas Havoc, data east's answer to Sonic. For the SNES, Data East showed an early version of Sengoku and their promising new football game, Monday Night Football...just so Dandy doesn't sing...and, how 'bout those monitor stands, I gotta get one of those.



SENGOKU



DAFFY DUCK



RABBIT RAMPAGE



BUBBLE & SKWEEK



BEAUTY AND THE BEAST



WORLD HEROES



AERO THE ACROBAT

Sunsoft continues to dazzle us with awesome Warner Brothers titles like Rabbit Rampage and the Marvin Missions, but no one was prepared for Aero The Acrobat which, for many people, stole the show. It's all in the play mechanics. Also surprising was Beauty and The Beast, each of whom stars in their own Sega card and a near perfect SNES version of World Heroes (see page 66)



MORTAL KOMBAT



T2 THE ARCADE GAME



T2 JUDGEMENT DAY



CRASH DUMMIES



NBA JAM



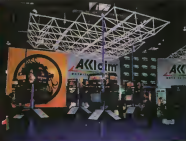
SPIDERMAN AND THE X MEN



BART'S NIGHTMARE



ROBOCOP 3



As expected, huge crowds gathered around Mortal Kombat for both the SNES and Genesis. However, just a few feet away, another surprise was waiting; a remarkably good looking preview of the oh-so-awesome NBA Jam. Yet another coin-op heavy hitter makes its way into the Acclaim/Arena lineup for both the SNES and Genesis. Also under the Arena label are Itchy and Scratchy, featuring the Simpsons, and the king of Mortal Kombat is on Sega CD. Then there was this awesome Alien CD demo..



If all that waiting made you thirsty, you could stop in at Virgin's Art Deco cafe for a 7-Up under the huge Spot. Then, once your thirst was quenched, you could stand on your tip-toes and look at Aladdin, Sega/Virgin/Disney's shocking show stopper for the Genesis. Also looking great for the Genesis are Robocop vs. Terminator, Terminator CD, Chuck 2, Dune 2 and the Incredible (as good as Aladdin) Jungle Book.

On the SNES side, Merlin is the answer for RPG gamers and Ali's Heavyweight Boxing looks like a knockout. Super Slam Dunk and Slapshot rounded out Virgin Sports and, of course, Spot for SNES brings all of the fun of the original, plus new features to the Nintendo summer line-up. It's DP n Seth n Edy n Eric...burnin' at Virgin.



ROBOCOP VS TERMINATOR



DAN MARINO'S FOOTBALL



OUT OF THIS WORLD 1&2



YOUNG MERLIN



COOL SPOT



DUNE II



SON OF CHUCK



SUPER SLAP SHOT



MUHAMMAD ALI



THE TERMINATOR



WRATH OF GODS



SUPER SLAM DUNK



ALADDIN



WORLD HEROES



KING OF MONSTERS 2



JOHN MADDEN CD



EXILE 2



VASTEEL



BEYOND SHADOWGATE



MACROSS 2036



GODZILLA



DUNGEON EXPLORER 2



Housed within a new hi tech display area that looked like it might blast off, TTI showed great support for the Duo in every category; Madden CD for sports, Macross for strategy, Dungeon Explorer, Might & Magic 3, and Beyond Shadowgate for RPG, Lords of Thunder, Nexar Zonk CD and Magical Chase for shooters, Bonk 3, Blood Gear and for action, Godzilla for fighting and Bomberman '93 for plain fun (our Bomberman team got slaughtered due to one crazy night in Chicago). Hey TTI, how about a SF2 competition next year?



GOOFY



TURN & BURN



ROCKY & BULLWINKLE



SUPER BATTLETANK

game of Goofy, a dynamite-new CD version of Super Battletank 2 and Rocky and Bullwinkle is looking great. On the SNES side, look for Super Turn & Burn and Super Battletank 2. Oh, and don't forget about Home Improvement for both Genesis and SNES... ahr, ahr...



7TH SAGA



PALLADIN QUEST



One of the most eagerly anticipated SNES carts of the year was on display at the Enix booth. Act Raiser 2 looks phenomenal and, with Yuzo Kashiwa back for the music, sounds just as good. Serious about role playing? 7th Saga, Evo and Paladin's Quest also look excellent. Enix remains a safe haven for RPG players.



INSPECTOR GADGET



BEAUTY AND THE BEAST



DIG & SPIKE

Hudson displayed the popular SNES version of Super Bomberman which all agree, with up to 5 player shoot... too fun. Also new in Hudson's lineup for '93 are Dig and Spike Volleyball and Inspector Gadget, which looks very promising, and RPG lens will get a US version of the popular Elloria this year. But, Hudson's big game for '93 is definitely Beauty and The Beast, though early, it looked great with lots of color and excellent graphic detail.



PUTTY



GUNSHIP



WINTER OLYMPICS



STRIDER RETURNS



THE INCREDIBLE HULK

The big surprise at US Gold was the incredible Hulk game, which is being programmed at Probe (makers of Mortal Kombat and Alien 3). This new Genesis title (due out this fall) has all of the makings of a masterpiece. Strider 2 is now complete and due out soon and Winter Olympics has some new features that will knock your socks off. And, of course, we all know about Flashback, one of the year's best so far.



ROCKY RODENT



UNDERCOVER COPS



R-TYPE 3



HAMMERIN' HARRY

Irem had a surprisingly strong line-up with Rocky Rodent ready to go and two more great looking SNES titles; Hammerin' Harry (which we will review ASAP, and Undercover cops of coin-op fame, which looks like an excellent translation. Keep your fingers crossed for R-Type 3, Irem is skeptical on the whole shooter thing.



WIZZY & LIZZY



The best graphics I've ever seen in a puzzle game were displayed here in the whimsical, wacky world of Puggsy, a new puzzler with major sequel power. Also looking good from Psygnosis was Wizzy and Lizzy, a colorful new comic action game for the Genesis.



PUGGSY



TOP GEAR 2

Kemco follows up on 91's funnest racing game with a lightning fast sequel that incorporates all of the best features from Top Gear, along with even smoother game play and new added elements like snow, rain and fog...awesome. First Samurai was on hand as well, but G2 was nowhere to be found. Maybe we'll catch up with it in Vegas.



FIRST SAMURAI

Kemco follows up on 91's funnest racing game with a lightning fast sequel that incorporates all of the best features from Top Gear, along with even smoother game play and new added elements like snow, rain and fog...awesome. First Samurai was on hand as well, but G2 was nowhere to be found. Maybe we'll catch up with it in Vegas.



PITFIGHTER 2



AWESOME POSSUM

Tengen is serious about the future and showed an excellent selection of new Sega titles, including Awesome Possum, a great looking new action/platform title, Prince of Persia, which is finally making its way to a cartridge format, Pit Fighter 2, which incorporates the best of one plus all new features, Robo Aleste (see page 7); their awesome new Sega CD title, Tribal Stormer from the makers of Truxton; and Gauntlet 4, which uses the new 4 player tag. Look for some more surprise news from Tengen very soon.



PRINCE OF PERSIA



ROBO ALESTE



BEASTBALL

Spectrum Holobyte showed two promising Sega titles; Beast Ball and Soldier of Fortune. Beast Ball is a carnage oriented football/soccer game and Soldier of Fortune is an overhead war game. Both were early, but had very impressive graphics.



SOLDIER OF FORTUNE



TIME SLIP



LOCK ON



LOST MISSION



MAZINE SAGA



SOCKET

Vic Tokai had a great showing with two awesome Genesis titles and 3 great SNES carts. Socket (see page 7) looks and plays incredible and Time Slip looks like a big winner for both formats. Also SNES found are the long awaited RPG, Lost Mission, which looks great and Lock On, a super fast flight sim. with 360 degree loops, which uses the new DSP. OK Vic, Give us Golgo 13!



GP1

Atlus brings GP racing to the SNES for the first time with GP-1. Also looking good were Atlus' new soccer title and, of course, Run Saber, the great new 2 player action title that mirrors the likes of Strider. Super Widget rounded out the something for everyone presentation.



SUPER WIDGET



RUN SABER



TOTAL CARNAGE

Black Pearl is bursting on to the scene with a sure fire winner, the popular coin-op hit Total Carnage! for both SNES and Genesis.

With their first entry on the Sega, Saddleback Software will be bringing My Paint for the Sega CD. This title will be the first software to support the new Sega mouse.



MY PAINT



BATTLESHIP

Mindscape's extensive SNES lineup includes the new and much improved Wing Commander Secret Missions, Super Battleship, which now features digitized graphics, Championship Pool (who needs a pool table?) and Out to Lunch, a new action/platform title. Who's Alfred the Chicken?



CHAMPIONSHIP POOL



OUT TO LUNCH



WING COMMANDER THE LOST MISSIONS



ALFRED THE CHICKEN

**RIVER RAID****PITFALL HARRY****BIO METAL**

Activision is readying two classics for SNES release, River Raid and Pitfall Harry of 8 bit NES fame. Also on hand was Bio Metal, a great new shooter with an unbelievable soundtrack.

**SPELLCRAFT****ARDY LIGHTFOOT**

Ascii showed up with the unique new RPG/Quest Spellcraft, which looks great, along with a unique new action title, Ardy Lightfoot, a cool new character. Dominus, another mystical adventure is also coming soon



Coming soon to a Sega CD near you, the Don Bluth classic, Dragon's Lair from Readysoft. This translation from the original arcade game is perfect, with all of the cartoon animation, music, sound and special FX found in the coin-op game. Look for Readysoft to get this game to market by November of '93.

**DRAGON'S LAIR****IN 3D!****JIM POWER**

The realistic 3D in the Genesis version of Jim Power must be experienced to be believed. Who will pick-up this new breakthrough title?



Toho brings robots into the golf arena with Mecarobot Golf for the SNES.

Titus really surprised passers-by with the great looking new action game prehistoric man which looks really good! Lamborghini Challenge also looks great and is ready to go

**PREHISTORIC MAN****THE SECRET OF MANA**

The magic of Square comes through big time in many people's RPG of the show; The Secret of Mana. This new action RPG features all new characters from the makers of Final Fantasy and is 3 player simut!

STELLAR FIRE

Dynamix has Stellar Fire almost ready to go for the Sega CD and its looking awesome with lots of color, smooth polygons and great animation screens. Look for a preview coming soon!

**ART OF FIGHTING****FATAL FURY****KING OF MONSTERS**

Titus has perfected the art of squeezing minis quartiles of memory into a SNES cart, he is apparent in the new SNES Art of Fighting (see page 3), also looking great is Joe & Mac for the Genesis (which we mistakenly showed as a Data East title last month). Look for a preview on this one soon.

**LUFIA****CHASE HQ 2****DARIUS 3****FLINTSTONES**

Taito's SNES lineup includes a strong RPG, Lufia, which we will bring you next issue, the Flintstones, which looks great on SNES and Super Nova (Darius 3), which looks intense and will be a candidate for shooter of the year

**LESTER THE UNLIKELY****ROCKY MOUNTAIN SPORTS**

DTMC has a unique new action title in the works called Lester the Unlikely and a unique new California Games type title that takes place in the Rocky Mountains including, ATV, mountain bikes, climbing, etc...Rocky Mountain Sports.

**GOAL! 2****TUFF E NUFF****OPERATION LOGIC BOMB****SUPER BASES LOADED 2**

Jaleco continues to support the SNES with all new versions of the popular Goal and Bases Loaded series. Also on hand was Pro Sports Hockey. The new Bases Loaded 2 looks excellent with its liberal use of Mode 7. Operation Logic Bomb is also ready to go and coming soon.

**PRO SPORT HOCKEY**

Lawnmower Man by STORM looks amazing. With scalling to rival starfox this title should make IT big in '94, so jack in and get ready.

LEGEND

Sekai had an unbelievable new side scroll called Legend that looks arcade quality, along with Troddlers: "The thinking man's action/platform game". Also announced was a 12 meg sequel to the awesome 4 meg Super Turrican...can you imagine?

**TRODDLERS****FUTURE ZONE**

Electrobrain drew crowds with a live appearance from Sugar Ray Leonard to promote the new first person punch-ograms; Legends of The Ring, on both Sega and SNES formats. Also looking awesome is Future Zone, which is still early, but shows great promise

**LEG OF THE RING****SPORTS ILLUSTRATED FOOTBALL****REN & STIMPY**

The big surprise in the THQ booth was a great game of Ren & Stimpy for the SNES and, over at Sega, Time Killers (the gross one-on-one fighter) was announced. Wayne's World 2 is also in the works for both formats.

**TOM & JERRY****BEETHOVEN**

Hi Tech had Tom & Jerry Frantic Antics and Barbie Super Model (aimed at young females) for Sega and the same plus Beethoven (of movie dog-dom) for the SNES. Other HT titles for '93 include; We're Back, Mickey's Toon Town Adventure and Where in the World is Carmen San Diego?



DUNGEON MASTER



AH3 FIREHAWK



SUPER EMPIRE STRIKES BACK



INDY JONES (FATE OF ATLANTIS)

Over at JVC's SNES area, the big attraction was Empire Strikes Back, which surpassed all our high expectations. Meanwhile, over at Sega an early version of Rebel Assault (see page 7) looked great. Also hot for CD is AH-3 Firehawk (working title) and Indiana Jones, Quest for Atlantis. Unfortunately though, Hollywood was nowhere to be found. Maybe Vegas.



P.T.O.



GHENGIS KAHN 2

Koei had two of the very scarce strategy titles at this show: Ghenhis Kahn and P.T.O. (Pacific Theater of Operations). P.T.O. puts you below sea level in a sub, while Ghenhis Kahn pits you against ancient war lords.



F-15 EAGLE 2



PIRATES GOLD!



SUPER STRIKE EAGLE

Microprose continues its support of the flight sim. market with F-15 Strike Eagle 2 and Ancient of Art War in the Skies for Genesis and Airborne Ranger for the SNES. The new adventure game, Pirates Gold for Genesis was also shown for the first time.



F1 ROC 2



WIZARD OF OZ

Sega's F-1 ROC 2 takes formula one racing to new heights with the awesome DSP chip. The music in this game is also great. The Wizard of Oz was also on display and looked great, sorely missed was Nosferatu, which remains a mystery.



NOSFERATU



CHESTER 2



FIDO DIDO



SOCKS THE CAT

Kaneko, along with the announcement of Chester Cheetaah 2, had playable versions of their new Fido-Dido and Socks the Cat games for Genesis. Fido-Dido puts a black and white character on a color background...interesting.



SPEEDWAY PRO CHALLENGE



THE JOURNEY HOME



ARCUS ODYSSEY

Renovation has two strong SNES titles on the way; the great action/RPG The Journey Home, Quest for The Throne and Arcus Odyssey, which did huge business back in '90 on the Genesis. On the Sega side, Speedway Pro Challenge was the only new Genesis title.

NIGEL MANSELL RACING



You saw it here first! Gametek has picked up Nigel Mansell Championship Racing for both the SNES and the Genesis. Both moved fast and looked like great drivers.

DENNIS THE MENACE



No one expected to see great looking versions of both Dennis the Menace and Jurassic Park, but Ocean had 'em both. Dennis the Menace is a colorful and well laid out side scroll while Jurassic Park is a first person and overhead adventure. The Untouchables was also present and uses multiple viewpoints.



FORMULA 1



HARRIER ASSAULT

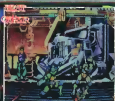
Domark showed a lightning fast and smooth F-1 racing game for the Genesis titled Formula One Grand Prix. Man, is it fast! Harrier Assault for Sega CD is also in the works and looking good.



THE UNTOUCHABLES



SILPHEED



TOURNAMENT FIGHTERS



GUNSTAR HEROES



MUTANT LEAGUE HOCKEY

All I gotta say is... What a show! I never thought there would be to many good games. I walked around for four days and I still didn't see everything! This is going to end up being the best year ever!



SILPHEED



SF2 TURBO HYPER FIGHTING



GUNSTAR HEROES



CAPCOM MVP FOOTBALL

Of all the CES's I've attended (13 in all), this is the best CES I've been to so far. Not only were there a lot of great original games, but all those great 8bit games are finally all coming out on 16 bit. The true icing on the cake, though, has to be the advanced hardware that is coming soon.



SILPHEED



SF2 TURBO HYPER FIGHTING



ALADDIN



MONTANA '94

Never have there been so many good games at a CES! 3DO looks strong, the Jaguar is on the prowl, and there has never been such a strong collection of sports and driving games!



SILPHEED



SF2 TURBO HYPER FIGHTING



MARIO ALLSTARS



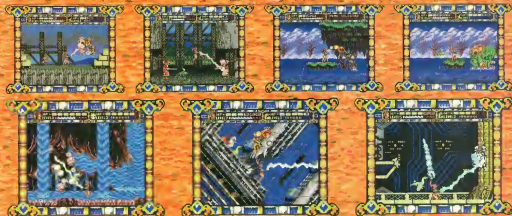
STANLEY CUP

Another CES, and once again Street Fighter reign's supreme. But overall this was the best CES for new product and hardware. With 3DO life will definitely be better! I can't wait for Turbo Hyper!

THE GRAVEYARD



Back in early '92, when solid Sega action titles were as scarce as a one legged man at a butt kicking contest, Gamearts unleashed Alisia Dragon and SOA quickly acquired it, and with no print or media hype, released it just after the January show. Having always kept up on import releases, I quickly grabbed a copy, knowing it would be a great game because, number one, it was a Gamearts title and, number two, it spent over 18 months in development. I was right. Although the game passed by with no real magazine support or hype, it remains, to this day, one of the best action titles available for the Genesis. Alisia Dragon is also one of the few good games that features a female lead. The attack mechanism Alisia uses is also very unique. She possesses a lightning attack that can be powered up more and more throughout the game and has a fluctuating gauge that determines the strength of the charge. Alisia can also power-up and use 3 different treasures, which have their own attacks, and stick by her side to the bitter end. Bottom of the grave, if you don't already own Alisia Dragon, go find one.



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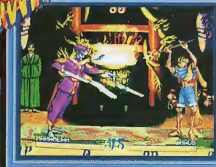
CRUNCHERS

SAMURAI SHODOWN

As we all know, SNK is on one hell of a fighting game spree. It seems like they won't be content until they throw almost all of SNK on the fighting scene. The bad news is...that will never happen. The character recognition that SNK possesses comes along once in a lifetime. A true SNK pro believes he knows his character. All the special effects in the world won't change that and, with Samurai Shodown, that's exactly what you get. To my unbiased fighting eye, this looks like the best fighting game of all time. It is, to say the least, winning. The backgrounds look so real, you'll feel like you are watching a movie as the camera zooms very out, then way in, twice that of Art of Fighting. Then, there's the characters, who's attack and animation is incredible that I've never seen anything like it. As like watching a drama play out on the screen. I won't even begin to tell you who they are and what they do. It's same that for next month's issue. Get one try. I guess, grab your head and put it in to his hair and witness a night brown cloud, no joke. I would buy a Neo Geo for this game, it's that good. If this one doesn't snap the SNK crowd out of there forever...nothing will. So SNK can get on the horn to Alpha and give the best word...roll out Magician Lord 2. We're back in action! E. Stone



MARTIAL CHAMPION



Kawani's new one-on-one Martial Champion features 18 very personalized characters (6 male, 2 female), each with at least 2 special moves. One unique feature here is that you can actually take away your opponent's weapon. The animation is smooth and fluid, the backgrounds are awesome and, of course, the playability is perfect. The control is 8-way directional to jump, duck or move left and right and 3 buttons are used for upper, middle and lower attacks. We'll have more on this great new fighter very soon...I smell a SNES title.

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OTHER STUFF



Other Stuff is full of surprises this month, the biggest being (brace yourself) the official announcement of the **Atari Jaguar**. Believe me, when this info shot out of our fax machine, we almost went into shock. Check out these specs; the Jaguar is based on an Atari designed proprietary 64 bit RISC processor featuring over 16 million colors in true 24 bit color graphics, and can produce shaded polygons manipulated in a "real" world, in real time. It also has real time texture mapping and can create amazing video effects. The sound is based on Atari's high speed DSP, which is dedicated to audio. The audio is 16 bit stereo CD quality and can process simultaneous sources of audio data (sound FX and voice). The new system is also expandable, with a 32 bit expansion port, which will allow future connection into cable and telephone networks, as well as a DSP processing port for modem use and connection to digital audio peripherals such as DAT players. There are also plans for a CD peripheral; which will be double speed and play regular CD's, CD+G and Kodak's new Photo-CD(r). Megacarts currently in development include; **Battlezone 2000**, **Tempest 2000**, **Cybermorph**, **Alien vs. Predator** and **Jaguar Formula One Racing**. The Jaguar will be manufactured by, get this, IBM in their Charlotte, N.C. plant and IBM will also be responsible for the component sourcing, quality testing, packaging and distribution of the system.

Atari is also licensing third party companies for development of Jaguar product. Now, get the price...\$200, yikes! A 64 bit system for 200 bucks, sign me up! The system will debut in New York only this fall and will be available nationwide first half of '93. I know a lot of people may be skeptical on this one, due to the slow flow of Lynx product. However, take into account that this new system focuses on the home market and, at \$200, Atari is sure to pick up tons of support, as just about every enthusiast gamer will be waiting at the door of their local game store as soon as the system is released. How can you go wrong? A 64 bit system for 200 dollars... '94 should be an interesting year...3DO, 32 BIT Nintendo, NEC's 32 bit system, 32 bit Sega and now, this. OK, that's next year, let's talk a little bit about what's happening now.

In Sega news...

The **Wonder Mega 2** has just been released in Japan and features all of the original features (except for the Midi jack) in a smaller, cheaper casing; the best features being the new cordless six button controller that allows you to turn your TV on and off, adjust the volume and switch between TV and video, and for two player games, the controllers connect. If Sega (or Victor) does bring out a version of the Wonder Mega to the states, this would be the obvious choice. However, with the **Sega Genesis 2** and **CD 2** just being introduced, I wouldn't hold my breath.

Speaking of new systems, at the recent CES I got a chance to sample Sega's new **Virtua**, and I must say, the unit is very impressive. It easily adjusts to suit any user and offers a very unique and impressive, wide field of view. The game itself was a simple demo, but successfully demonstrated the "virtual" feeling the user gets. At around \$200, this new peripheral is a steal. Look for the Virtua this Christmas (2 DSP games are in the works). As far as the **Activator** is concerned, well, there's no way you're gonna get me to jump around in a black circle to control any game. I predict this item will quickly make its way to Plc & Save or become the newest "Blue Light Special". Game wise, the latest scoop over here and the best news for RPG players in a long time is that Working Designs has had the foresight to bring the best RPG ever for Mega CD (or maybe ever, period) to RPG players here in the states...thank you, thank you. **Lunar**. The Silver Star will be Sega CD bound 4th quarter this year! In the mean time, Gamearts has begun development on a sequel. Hey, maybe there's hope for RPG players after all. And, lastly, Game Fan had the opportunity to sit in with, and have a pow-wow about next year's **Sega Channel** debut...here's the deal. Similar to premium cable channels, you will pay a low monthly fee (15 to 20) to gain 24 hour access to around 50 games a month, including previews (a couple of levels on a working title) of new and exciting upcoming product. This will allow you to get a good idea of what games you want to buy and keep from getting stuck with a dud. Once a game previews, it will not show up on the channel again until some time after its release. That way, the channel will help fuel retail sales rather than annihilate them. At the same time, new users can get a look at the many titles now available for the Genesis. This takes the guess work out of buying an older title.

On the other hand, you can play previously released titles for as long as you want (you can even save one game, so RPG's are feasible). If you're not dying to own the game, at least you still get to check it out when it comes along in the cycle. Also featured, will be game play tips, news, contests and promotions.

To receive the Sega Channel, subscribers will be issued a special tuner/decoder that plugs in the Genesis cartridge slot and attaches to the television cable. A menu appears on the screen, allowing the user to select a game, preview or other programming material. The selected game is ready in minutes and plays identically to the cartridge version.

You want my opinion? Retail sales on Genesis take a huge blow and sink drastically. Only the best games see good numbers (Sonic, SF2, etc.). Many third party companies either change formats or fold, only the strong survive. Mom and

Pop retailers tall like flies at a Raid convention and kids constantly here "I'm not buying you that game, I got you the Sega Channel, didn't I?". Ultimately, CD-ROM and 32 bit take over and 16 bit Sega becomes nothing more than a relic you can pass the time with for twenty bucks a month.

Now, for some news on Nintendo...

CD or not to CD, that is the question. **Nintendo** may be about to do something very, very smart. Our sources say that, rather than develop expansive new hardware, Nintendo may install a new RAM chip, along with the new **32 bit CPU**, into its cartridges that can store up to a Gigabyte (1000 meg) of memory, which would nullify the need for a CD. Think about it, CD's scratch, skip if bumped, and players have moving parts, subject to wear. A new system card or cartridge upgrade, however, would allow programmers all the space they want, while continuing to work on a development system that they are familiar with and, given the SNES's incredible sound and graphics capabilities, extra gobs of memory, rather than an expensive new system. May be the answer, I like it!

In the meantime, you can start looking forward to **Super Metroid**, which has been confirmed for a December release. The scoop so far is 16 meg, multiple suits and a huge character that is amazingly fluid. Look for **Metroid**, along with two all new Nintendo SFX titles, to debut at Japan's Nintendo Show this August. We'll be there to bring you all the breaking news...more game news...Rumor has it that **World Heroes 2** has been picked up by Takara and could be up to 24 meg. Another new fighting game just announced is an all new 20 meg **Fist of The Northstar 7**, which should be out by year's end. And lastly, I'm sure many of you are anxiously awaiting the all new 16 bit **Mario All Stars 4-in-1** cart. Well, keep your fingers crossed, we hear they may be working the same magic on **Zelda 1 and 2**, the greatest NES RPGs of all time. Nintendo, we like your style.

Here's some interesting news from NEC of Japan. A new 16 meg system card (added to the 2 meg built into the system=18 meg) is ready to go soon, along with **Fatal Fury CD** and **Art of Fighting CD**. Which, given the added memory, should be near perfection. If you've played **SF2 CE** on PC Engine, you know it can be done.

And, finally, breaking news is about to come in on the rumored **Super SF2**, we can't tell you anything more until official word comes in from Capcom, so stay tuned for the exclusive info we've all been waiting for.

There's more info packed in to the photos on these pages, so don't turn the page yet! See you next month, with more other stuff.



Hope for RPG players! Working Designs is readying **Lunar** for a 4th quarter release on Sega CD.



For all of you **Mortal Kombat** fan's. Here's the actual cast of characters from the arcade hit! Look out for September 13th (**Mortal Monday**) when **Mortal Kombat** hits all major gaming platforms.



Here's a shot of the new **Castlevania X** for the PC Engine Super CD and it looks awesome! Look for more on this game as soon as we can get our hands on it. Way to go Konami.



Game Fan has entered the **Enquirer** into Japan's biggest **SF2** competition, to be held this August while we're at the Nintendo show. Will the **Enquirer** and the mighty **Zangief** start **WW3**? *This oughta be fun!*



This funny looking hand held, shown at the recent CES, can play SNES, NES, Genesis and Turbo carts and will supposedly be operational at the winter show in Las Vegas. Could the ultimate hand held be just around the corner? Active Enterprises says...yes!



Victor has a new toy, the Wonder Mega 2. This little beauty comes with built in Karaoke, CDG, a wireless 6 button control pad, super VHS out, play's Mega CD's and Megadrive carts, is packaged in a sleek new case and will cost about \$200 less than it's predecessor.



The new 8Bit Nintendo has been given a face lift! Now for \$49 you can choose from a library of over 500 titles, and with a cool new look, Nintendo might sell a million more.



At the recent Tokyo Toy Show, held in Chiba, Japan, the big news for Sega was the new MD DSP title, Virtua Racing and a new CD from Bignat, AX 101 (which we are trying to get as we speak).

Sonic CD was also on hand and is nearing completion. The big attraction for all three, Nintendo, Sega and NEC could be found. Where else, but the Capcom booth where SF2 drew huge crowds for each format. Other than that, nothing really spectacular was announced. It seems our CES is now king of the shows



Here it is, the first Super Gun that is actually worth owning! It features RGB, Composite, SVHS and RF out, has its own built in sound and is housed in an awesome mini coin-op cabinet, it accepts all JAMMA boards and is available exclusively through Mas Entertainment.

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Check this out. Zelda on CDI? Yes, it's true. Zelda and Mario will be released for the CDI later this year. E. Storm got a chance to play Zelda at the CES and said it was like playing a cartoon!



A Megadrive version of Outrunners is already complete! We'll bring you the details, along with a release date as soon as possible. (arcade screen shown)

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THE POSTMEISTER

Hey you! I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail ... cuz I'm CrAzY!!

Dear Postmeister,

I love your mag. The best part is "Other Stuff" and your articles on 3DO. I just got your June issue and it was great. You had articles on both the 3DO and Marty. I would like to thank you for that and please keep them coming. I was also wondering about the Jaguar, when is it coming out and what is it like? Should I invest in 3DO or Jaguar? I am desperate for a new system and I don't want to fork out the big bucks now for a Sega CD when these two systems are right around the corner. Please help me out.

PS More 3DO!

Jeremy Bodager
London, KY

Dear Jeremy and other 3DO fans,

What new system you choose should ultimately be decided by the goals of the manufacturer, and the direction they are taking. Let's look at 3DO first...it's around \$700 is due out later this year, has amazing capabilities and anyone with the cash for a development system can make games.

Of course, all of the big third parties will wait, see how it sells then decide how much they are willing to invest based on the installed user base. Here's where 3DO could stumble, I'm seeing way too much multimedia stuff, too few shooters and absolutely zero action or fighting titles. If they want to sell 3DOs, give us a Mario/Sonic action game with 3D modeled characters, huge, scaling, roaring monster bosses and realistic 3D animated backgrounds with rushing water and lots of weather effects. You say you can do it, so do it. That one sequel strong title will sell a zillion systems. Or, how about a fighting game where a realistic 3D modeled character could crack off a limb from a tree in the background and run at you, splashing in the mud on the rain soaked ground as your character slides through the mud, dodging the limb, through the attackers legs to stand up, dripping with mud, grab the back of his head and slam him into the door of a hut, sending him tumbling in, clunking his head into a hot stove, as the terrified inhabitants scream and dive through the windows... another zillion sold. We don't want to look at birds or point and click or learn an instrument.

give us the games and we'll give you the money. Then (just recently) there's the Jaguar which now must be seriously considered (see Other Stuff for the scoop). The specs on this monster seem too good to be true, as is the low \$200 price tag. Let's see, a 64 bit system with carts that hold like a Gigabyte of memory and cost around 40 bucks. Hey, look at the Lynx, it's still way ahead of its time. Funny thing is, it costs less than a Game Gear and they aren't moving, the software trickled out too slow, too many promises were broken and a great system has suffered at the check stand. Will the Jaguar get the support it needs to compete. That is the question. My opinion, yes. At \$200, even if there's only a handful of games, gamers will come in droves, knowing that a perfect version of Stun Runner or a Midway title is lurking around the corner. Then, with a huge user base, third party companies will immediately start projects and a new competitor (an American one) will enter the race (it could happen). Then again, you could always play it safe, Nintendo and Sega are rock solid and have plans of their own...now I'm confused, you decide.

Dear Postmeister,

I would like to congratulate your magazine for kicking butt and becoming the new king of gaming mags. I want to make a point on the fighting games for the Neo Geo. I realize that all they have been releasing lately are fighting games but the reason behind it is plain and simple, that's what players want. I bought the Neo simply because of Fatal Fury. I'm sure that a lot of people who now own the system did the same thing. I've always been a fan of fighting games and the Neo has delivered BIG TIME. What I'm trying to point out is that, in my opinion, RPGs and platform games are best suited for the regular 16-bit formats (SNES/Genesis). I really can't picture myself paying \$200+ for a game that's going to end sooner or later. You can add more levels, characters, color, better sound but, eventually, all of it will end. I'm talking REPLAYABILITY. What are you going to do with a \$200 cart after you finish it? Fighting games have had the highest replayability factor out of all the genres of games. They require technique to master and the option of playing against a human opponent adds endless variety to

the game. I'm not saying the Neo can't have variety, but it should produce games more in the lines of 3D racing and flight sims which, in my opinion, also have a high replay factor. I'm sure not everybody will agree with me, especially your review crew. That is why I would like to hear opinions to the contrary. One more point I need to add is that I'm sure there are no DEDICATED Neo owners out there (meaning we have more than one system). So, if you want RPGs, I can always play it on my SNES.

Thanks for taking the time to read this and for the excellent magazine.

Jorge Aquino
Daly City, CA

Dear Jorge,

You've written an excellent letter and pointed out some big pluses about fighting games, point well taken...but, what if I own a Neo Geo and I don't like fighting games? Here's what's really happening. SNK knows that, if they are going to make some big cash, it's going to be in the arcades, not the homes. With a home user base (systems sold) of under 50,000, no matter how good a game is, it's not going to bring in the big bucks. However, fighting games are doing huge business in arcades across the country. So, why not go for the gold? I'll tell you why. Many of us bought our Neo Geos because games like Nam-75, Magiclan Lord, Baseball Stars and Last Resort blew us away and offered true arcade quality for home use. That's what we bought into. SNK, as a hardware manufacturer, is responsible for bringing us a wide variety of games, as are Sega and Nintendo. You don't see them just tucked away making fighting games, they can't. It wouldn't be fair. For a third party company to concentrate on one genre is fine, but for a manufacturer to favor one category of games is both unfair and unprofessional. Why not, at least, get a few games working on some 30-60 meg titles for the rest of us. Or, better yet, lower the price of the system to break even, sell a ton more and get some third parties interested. Anyways, I'm glad you're having fun, Samurai Showdown is so good you'll probably throw a party. In the meantime, the rest of us will continue to wait for our turn.

Dear Postmeister,

Please, you must help me! I am becoming very worried about my husband! All he does is play video games. When I finally do get him to notice me, all he'll talk about is Sega, Nintendo or Turbo Duo games! He won't even get a job. So, Postmeister, my question to you is this, can he make money with this obsession? Is there a job that requires the ability to sit for hours and play or talk about video games? Please, answer quickly as I'm losing my grip on sanity!

Annette Gatlin

Dear Annette,

Your husband sounds like a fantastic guy. However, he may be suffering from a serious condition called Graphicitis. Graphicitis is the addiction one gets when still overly dazzled by 16 bit graphics. This fixation causes video game characters (such as Mario and Sonic) to appear in your dreams and remind you that they are waiting in a nearby monitor...there is only one cure. Grab the Visa, head down to your local dealer and rent a ton of bad games, then force him to play at least two of them. This should remind him that it may be smart to pace himself so he won't run out of good games and be stuck playing goo like you just brought home (it may also help if you wear a skimpy nightgown during this process). If that doesn't work, don't pay the power bill and make him sleep on the couch. That'll get his butt working. As far as a job that requires the skills described above, well...look at us!

Dear Postmeister,

I read in another mag that there was a game in Japan for the Mega CD called Cosmic Fantasy Stories. In the section, it was also called Cosmic Fighter. I recently borrowed my friend's TG-16 (and CD) with the game, Cosmic Fantasy 2. Soon, this game became one of my favorites. I scored a Sega CD a few months ago and I would like to have the Cosmic series on my system. My question is: Is the game, Cosmic Fantasy Stories related to or a spin-off of Cosmic Fantasy 2? And (hope, hope) is it going to come to the US for the Sega CD?

Adam Sanchez
Fremont, CA

Dear Adam,

Cosmic Fantasy Stories, for Mega CD by Riot, is actually parts 1 and 2 combined on one CD with upgraded music, animation scenes and fighting sequences. So, if you liked part 2 on the Turbo, you'll like it even more on Mega CD and you get the original (which is actually the best of the two) as well...bonus! Unfortunately, you may have to invest in a converter to play it, as a US release is nowhere in sight at

this time. However, Working Designs has translated many import RPGs into English (right now, they're working on Lunar). So, if you're patient, maybe you'll get lucky and they'll pick it up. If we hear anything, we'll let you know. In the meantime, we'll put it in our September RPG special, so you can check it out.

Dear Postmeister,

There are advertisements out for the upcoming Sega Activator. Not many of these advertisements tell of how, exactly, it works and its in-depth use. They say it can be used with Streets of Rage 2, but I don't think I'll be able to do Skate's head spin or spinning attack. How, if at all, will the Activator allow us to do such complicated moves? By the way, I'm from South Dakota and the first time I had a chance to see your magazine was the beginning of May. One last thing to add-I love it.

Bill Ouverson
Madison, SD

Dear Bill,

As everyone knows, I'm crazy. But, even I (although I look sexy in tights) would never enter a circle then squat as if to launch a turd and start punching and kicking into the air, which is exactly what I've seen the Activator demo squad doing at the shows. Actually, it's not that simple. The moves you perform must be within the correct zone (like low, medium and high punch or kick). It's all very aerobic. Imagine an RPG, you'd wear out the rug! I don't know, I guess if you want to mix exercise with game play, this is just the right thing...but, all the gamers I know consider finding the remote all the exercise they can handle.

Dear Postmeister,

I think your magazine is ahead of its time and nobody comes close to you guys. I would like to know why your magazine never talks about the Phillips CD system? I bought one, thinking it was pretty neat. But, now, I see you guys raving over the 3DO system. Did I make a mistake buying the Phillips CD system? I also understand that you will be able to play Nintendo CD games (whenever they come out). I just want to know when the Nintendo CD adapter for the Phillips is going to come out.

Ray Vaillin
Canyon Country, CA

Dear Ray,

The Postmeister is here to shine some light on your dilemma. The problems with CDI are quite obvious...there are no games! Most of the soft-

ware is this multimedia rubbish like toky doidy Sesame Street or Where in the World is my 500 Bucks? The one good sports title has good looking golfers swinging at a cotton ball and some aussie mate you want to bury in a sand trap doing the commentary. Number two, if they do, by some miracle, make a good game, you have to control it with that thing that looks like a cellular phone. Now, although the 3DO looks fantastic, remember, only a handful of the games shown so far are gamer friendly (Crash & Burn, Total Eclipse, Demolition Man, Road Rash and the EA Sports stuff) the rest fall under the "uh-oh they think we want to learn on our \$700 system" category. So, even 3DO may not be the answer. Now, for some good news! Recently, I got to demo the Adventures of Link for CDI, (see other stuff) which is a way cool action adventure with voice and cartoon animation. Mario is also on the way but remember, these games are not programmed by Nintendo. Phillips just acquired the rights, so don't think you're gonna get the magic of A Link to the Past. These games are American programmed. As I stood there playing their game, fighting with that controller thing, I asked if a control pad was planned. To my surprise, the nice Phillips lady said "yes". So, there is hope. So, hang on to your CDI (they're starting to get it) and stay glued to our 3DO coverage, where you'll always get the gamers point of view.

Yip Postmeister



ZOMBIES ATE MY NEIGHBOR - KONAMI - 8 MEG - 2 PLAYER - SEE REVIEW PG. 88-89



88 For pure two player fun, this is the ultimate game. Run around with a wood whacker or anything else you can find, mowing down the undead and saving suburbanites, all in phenomenal tunes, bosses included...48 levels long!

83 Zombies is a very unique, addictive game. The combination of gaudy graphics that it makes use of insure that you come back to Zombies again and again. In any way that you can judge a game, it sparkles; graphics, sound, difficulty, control, you name it...Zombies delivers as a must buy and instant classic!

89 Zombies is one of the best 2 player games money can buy. It is no rare that you get this level of quality game design that it makes you really appreciate it when it does happen. The development team at Konami were right on the money with this one. It looks, great graphics, tunes and sounds...great game!

88 Zombies is a phenomenal game made even better by the two player almost infinite options and the extraordinary length (16 levels). The game is so unique that classifying it doesn't do it justice. Do you sell a flower, just buy the game, you won't regret it!

2020 SUPER BASEBALL: THUNDERBOLT - 8 MEG - 2 PLAYER - SEE REVIEW PG. 78



78 For a Neo Geo conversion, this is a solid game. It offers base ball fans more to look at than the more old sports dressed in different patterns and changes the rules enough to get non-perfect fans hooked. For a little while, I'm sure Tokyo loves it.

82 This is an excellent translation of the Neo Geo classic. I was hooked in the arcade constantly when it was first released and have been waiting for a couple of years to get my hands on the 16 bit version. While it is not exactly perfect, Neo Geo is the best playing baseball game out on the SNES in this.

78 Thunderbolt has done a good job in bringing 2020 to the SNES. Almost all of the elements that made the Neo Geo version an instant classic are present in this version. It's still baseball, but I enjoyed the game, and it is faithful to the arcade.

80 I don't believe it, this is the only baseball game to date that offers base and stats that you actually keep an interest for a long period time. This is one of the best Neo Geo translations ever...great job Thunderbolt!

SEPTENTRION - KONAMI - 1 MEG - 1 PLAYER - SEE REVIEW PG. 77



63 Although unique, Septentrion did little for me. I felt like I was stuck in an elevator. The game play is repetitious and uneventful, and there is not too much contrast and no bosses are present. It's kind of like a long, boring, rotating line of prince of Persia. Someone get me a Drosophila.

63 Septentrion is an exercise in Mode 7 foolishness. Seriously, being stuck in a rotating box is a game that is twice as boring as a game that is going to win any design inspiration awards and it is going to get me to open my wallet and cough up 70 bucks. Let this one go the route of the Titanic...LAND HD!

82 For thinking game fans, Septentrion is the game to get. This game combines excellent action with serious strategy. Not only do you have to escape, but you have to convince others to follow you. I found this game to be satisfying and enjoyable.

62 Putting a 1.5 megabyte game (plus, though not as much as it is) on a 1 megabyte cartridge is a feat. It does not make a fun game. There's no real sense of urgency, even though the ship is sinking. It's all very mild, I quickly subverted my character to take him out of his misery. I then let the boat sink and head back to Hyper.

STREET FIGHTER 2 CHAMPION EDITION - CAPCOM - 20 MEG - 2 PLAYER - SEE REVIEW PG. 82-84



90 This is not a bad? No way! I can find no flaws with this version of Champion Edition, other than the single purple PC Engine license. The controller works well and the game remains fairly honest, a stellar effort!

81 What! This is the best PC Engine duo? I really mean, I've spent 100 dollars on a 16 bit console and I've not found a better game. It's a hell of a lot better than the 8 bit turbo that, more than anything, makes you wonder, what if 8 bit could be too good. This means, the big, why can't NEC get on the stick and produce a series of exceptional titles for its system?

88 The development team for this version of SF2 must come from another world. Because these guys are not human. The music is funny and slow in spots but, other than that, this 20 meg card is better than the 16 bit. I don't believe that this is what this is for. It's a 20 meg card and here's hoping that it makes it across the pond.

86 The PC Engine has allowed my eyes. For being on 16-bit systems, I now to say this is a perfect translation. All of the things are here along with everything else that even though this is a 20 meg card, I still have to say the music is excellent and graphics have to be seen to be believed. I can't believe it, add.

SPLATTERHOUSE - THING/NAMCO - CD - 1 PLAYER - SEE REVIEW PG. 80-87



80 This is a good for good exactly the same as the coin-op. Marty serves up a perfect version of the classic goo fight. Splatterhouse. The problem is, this is basic stuff and, for 1993, a bit dated. Still, lucky Marty owners should add it to their collection.

78 The original goo master is back on the Party. This version is arcade perfect with atmospheric sound and excellent, gory graphics. But, the one-dimensional game play grows a bit boring and the story is growing a little long in the tooth. Still, a good purchase if you're one of the few and the proud.

72 I really enjoyed Splatterhouse 3 years ago, but a lot has changed in the video game world since then. The Marty version is nearly pixel perfect to the arcade but, given today's technology, it comes off as a little fat and one-dimensional.

86 If you like Splatterhouse, you'll love this version. The Marty has done another perfect translation that has to be played to be believed. Basically there are no flaws with this version of the old coin-op classic. Truly perfection.

WOLF HUNTER 2 - SNK/ADM - 146 MEG - 2 PLAYER - SEE REVIEW PG. 90-91



90 SNK comes closer to their quest for fighting perfection. WH2 is packed with awesome characters (especially Mudman), sparkling moves and loads of backgrounds...add it to your all fighting Neo Geo collection.

82 I was a real fan of the original and the sequel is, by all means, a worthy follow-up to Wolf Hunter. But, the subplots are really here for the time (fighting game time) which I am not the casual player. I own the first one, but I've got too many fighting games. I'll pass on the second.

92 I guess I'm probably one of the few Neo Geo owners who, while I would like to see some variety in their catalogues, is really happy with their fighting games, which seem to get better with each release. WH2 is great and a worthy sequel to the original.

85 Hy luv, the best Neo Geo fighting game next to Fatal Fury 2. Better graphics along with tons of moves and the fact that you can control 14 characters really shows that SNK and Alpha almost have accomplished the impossible. They have made a game that is as good as SF2 incredible, huh?

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100

SNES ADVENTURE

1

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Dragon Quest XXVII	Act.	Sega
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Dragon Quest	Act.	Sega
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Dragon Quest XXX	Act.	Sega

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Street Fighter XXVII	Act.	Sega
Street Fighter XXVIII	Act.	Sega
Street Fighter XXIX	Act.	Sega
Street Fighter XXX	Act.	Sega

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Street Fighter	Act.	Sega
Street Fighter II	Act.	Sega
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Street Fighter XXVII	Act.	Sega
Street Fighter XXVIII	Act.	Sega
Street Fighter XXIX	Act.	Sega
Street Fighter XXX	Act.	Sega

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Street Fighter	Act.	Sega
Street Fighter II	Act.	Sega
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